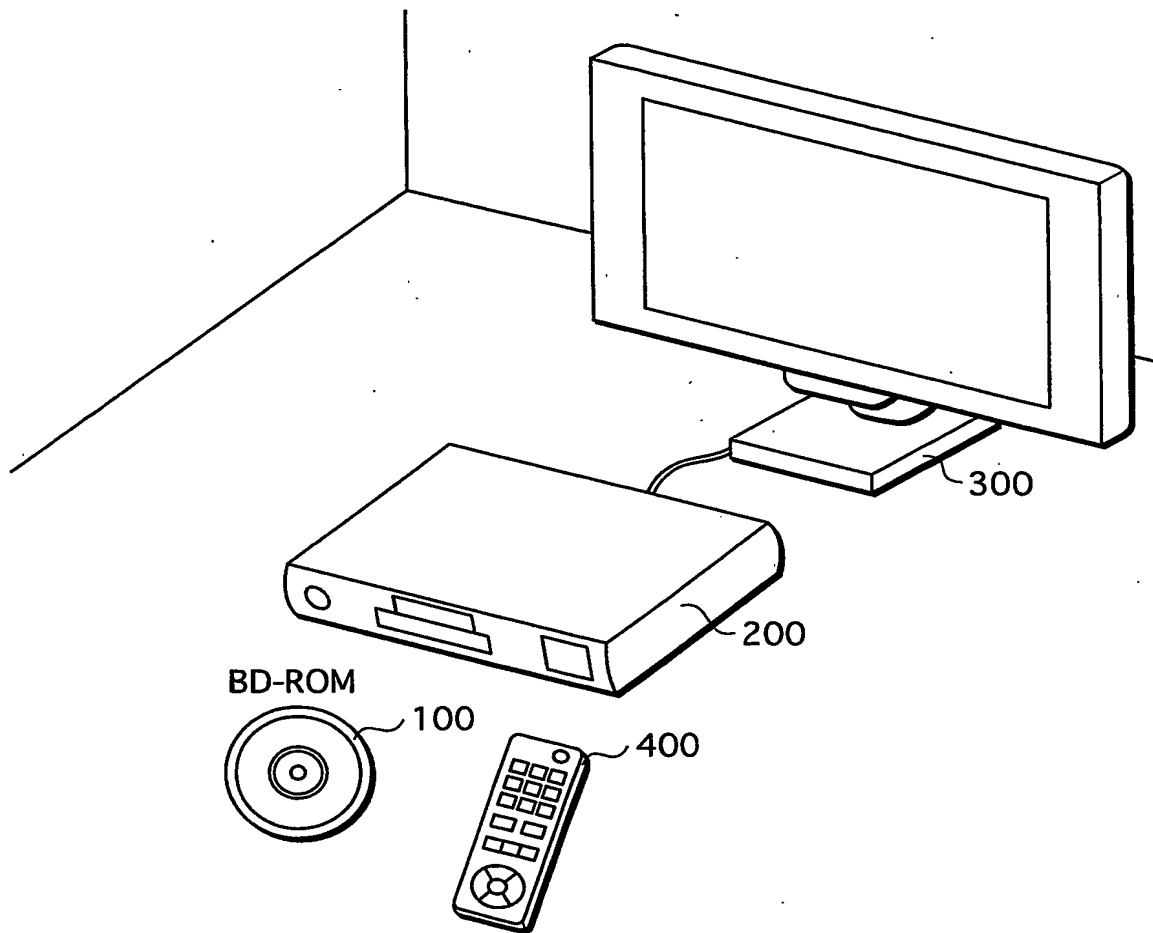
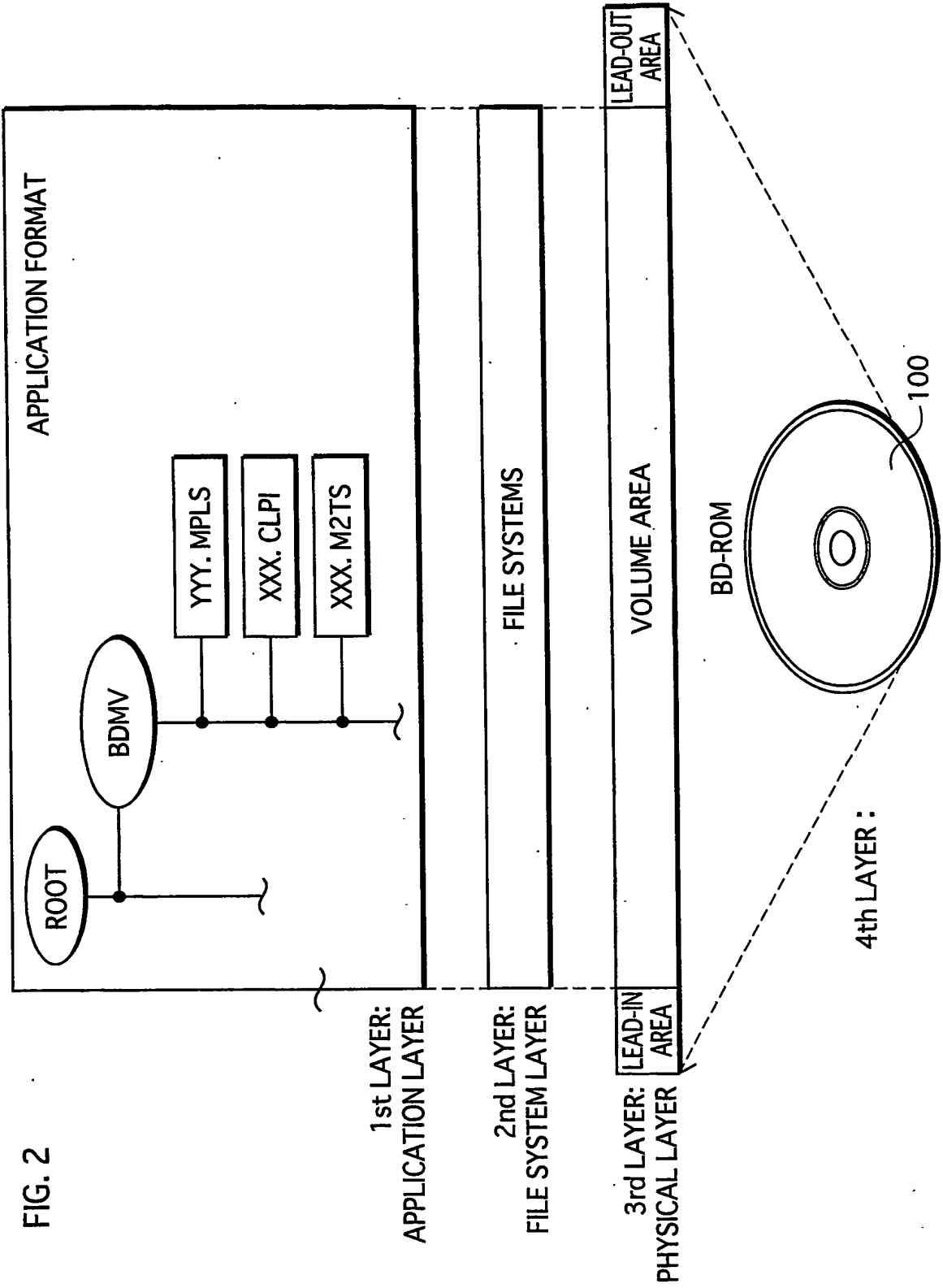


FIG. 1





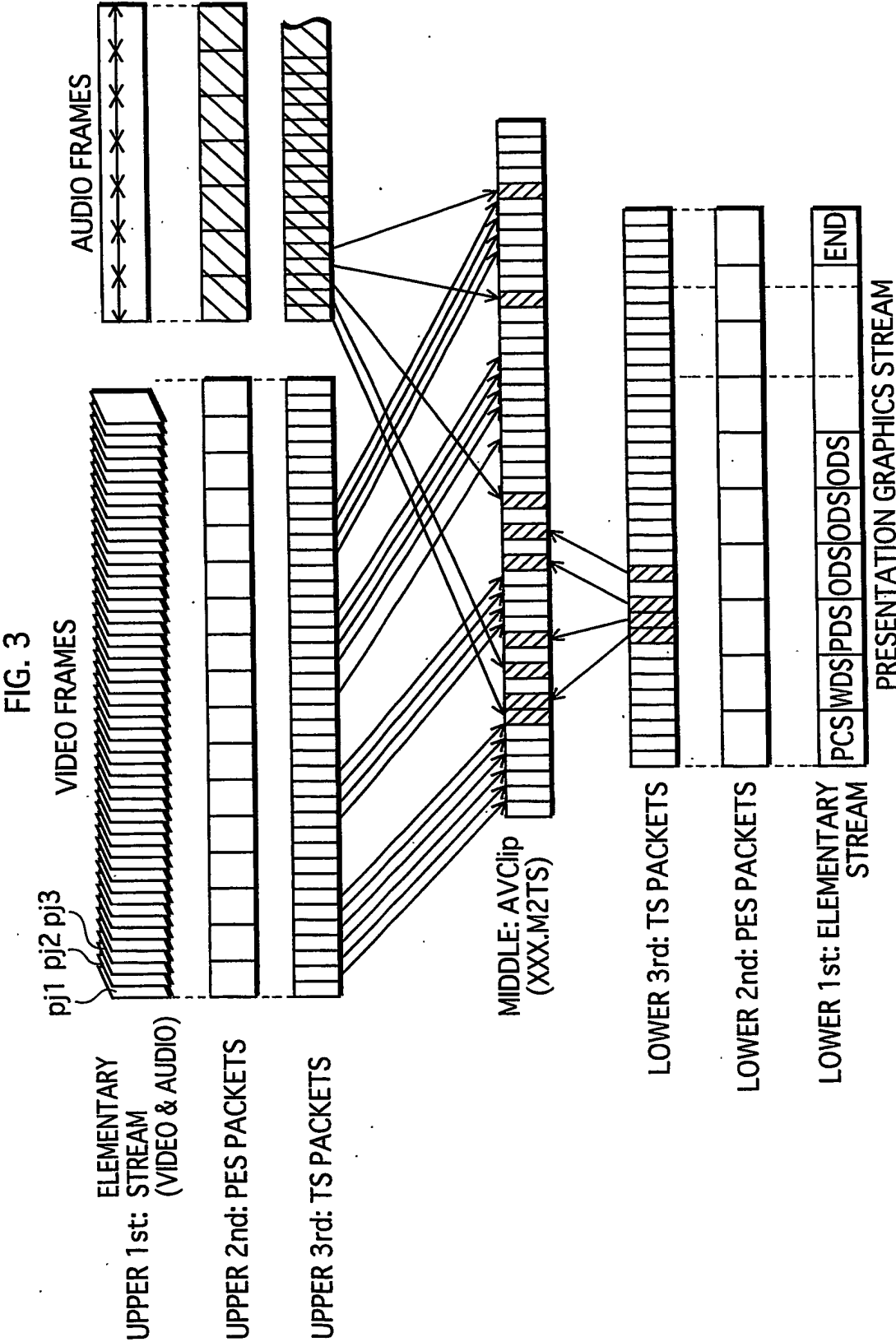


FIG. 4A

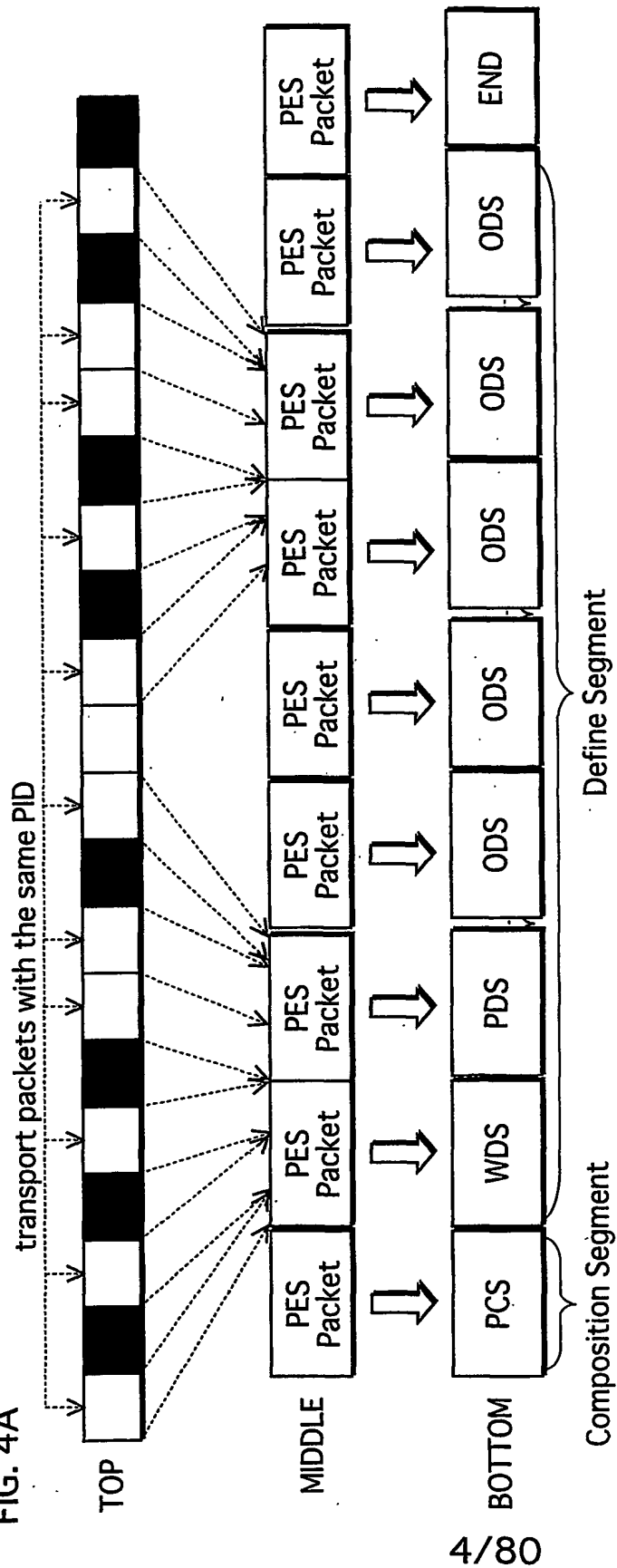


FIG. 4B

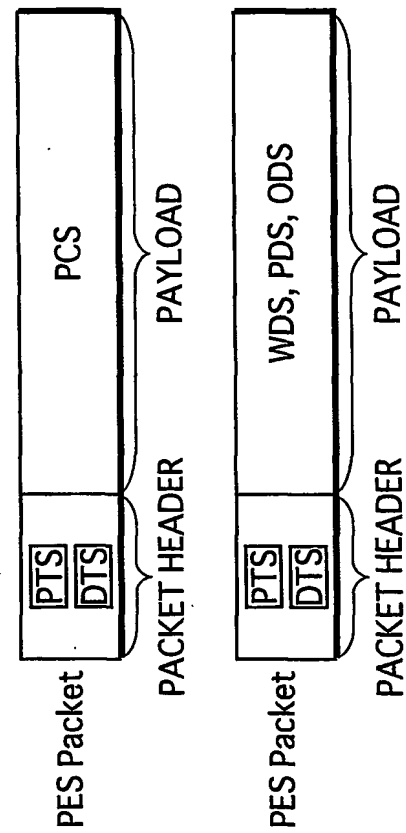


FIG. 5

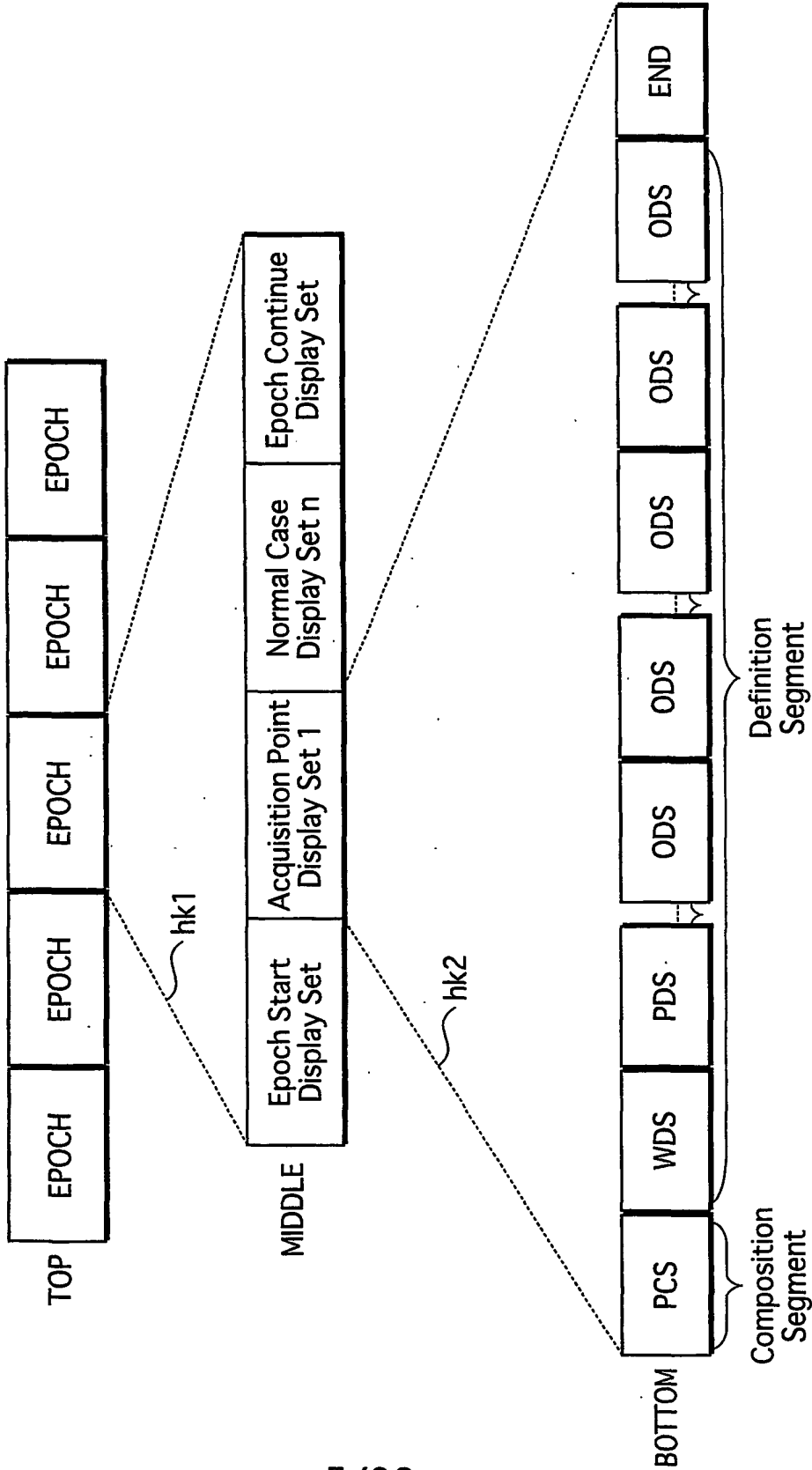


FIG. 6

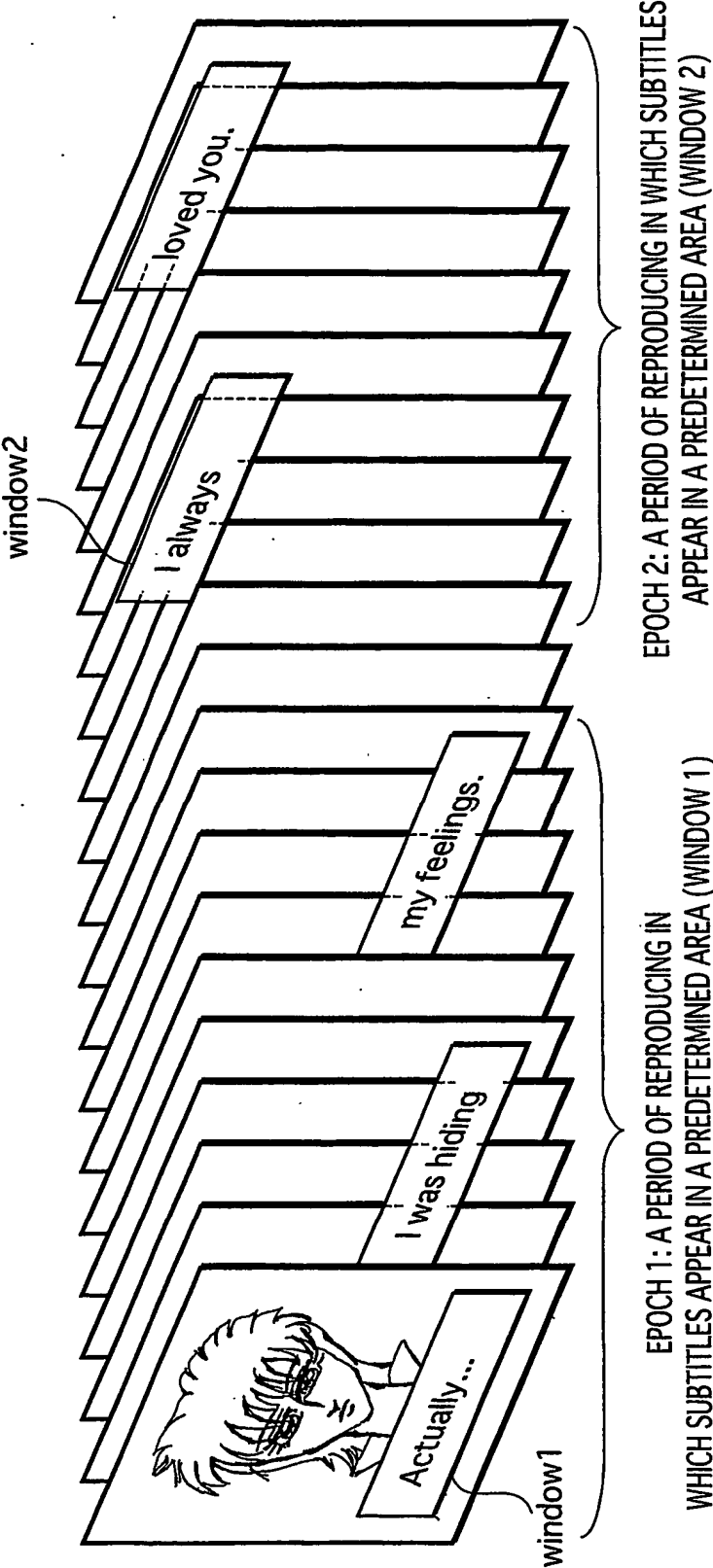


FIG. 7A

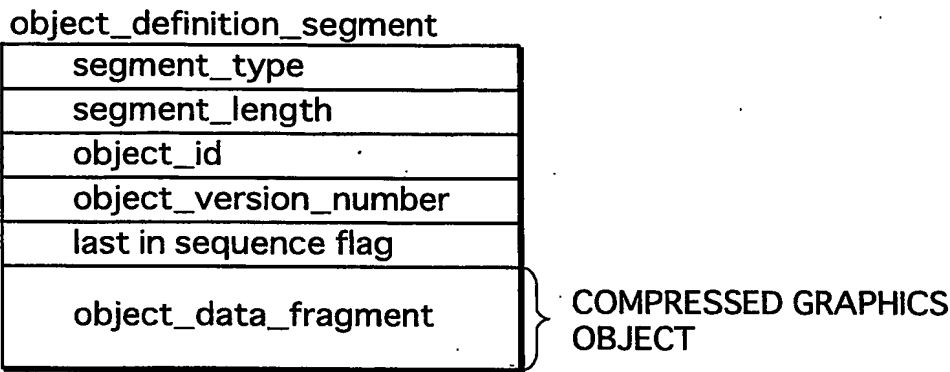


FIG. 7B

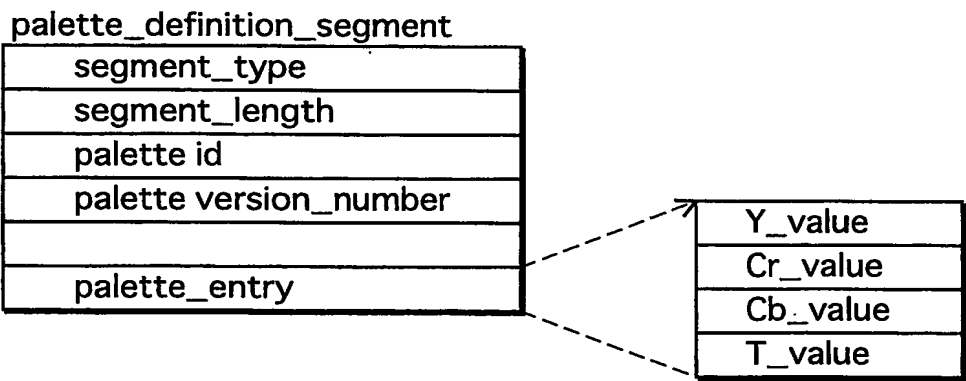


FIG. 8A

window_definition_segment	
	window_id
	window_horizontal_position
	window_vertical_position
	window_width
	window_height

FIG. 8B

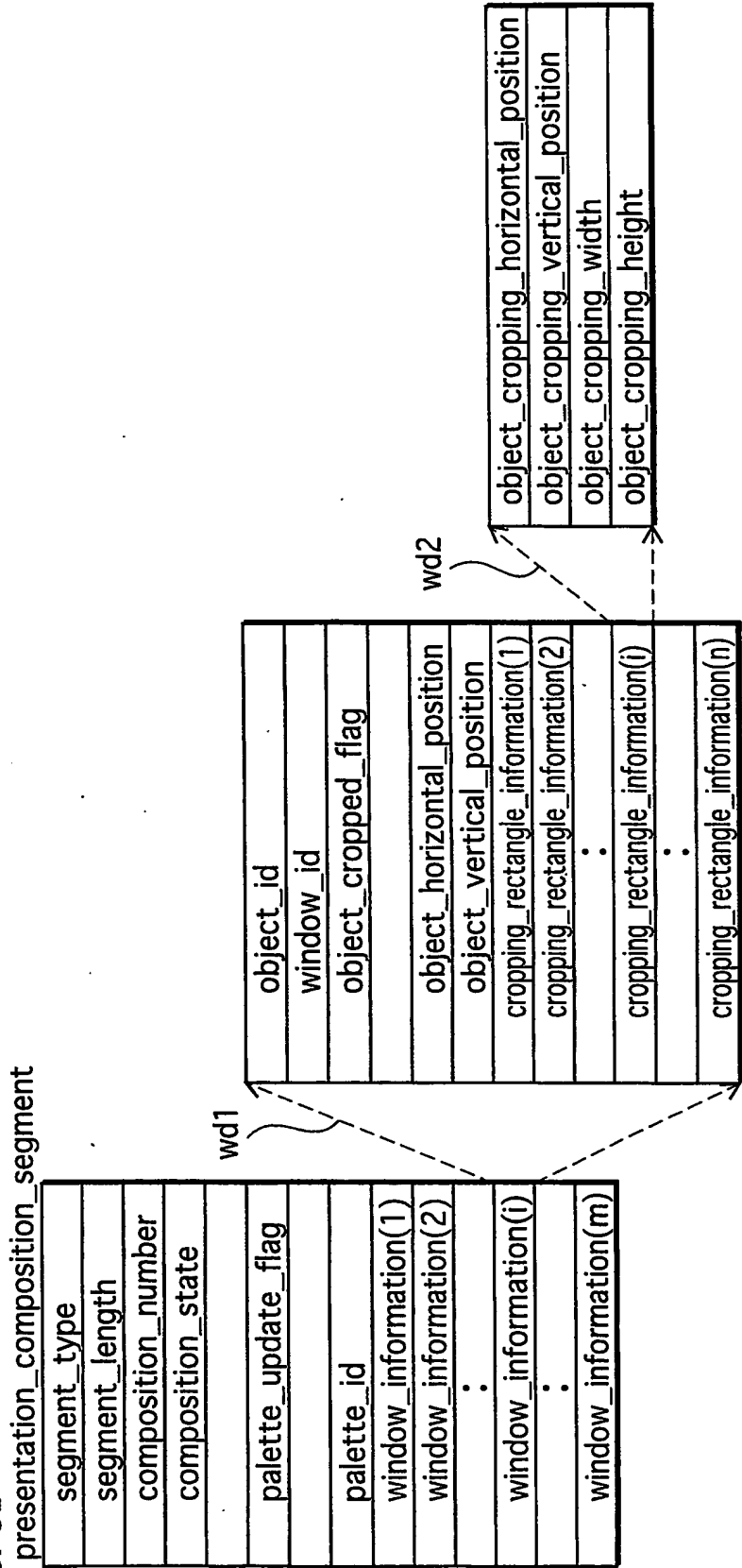


FIG. 9

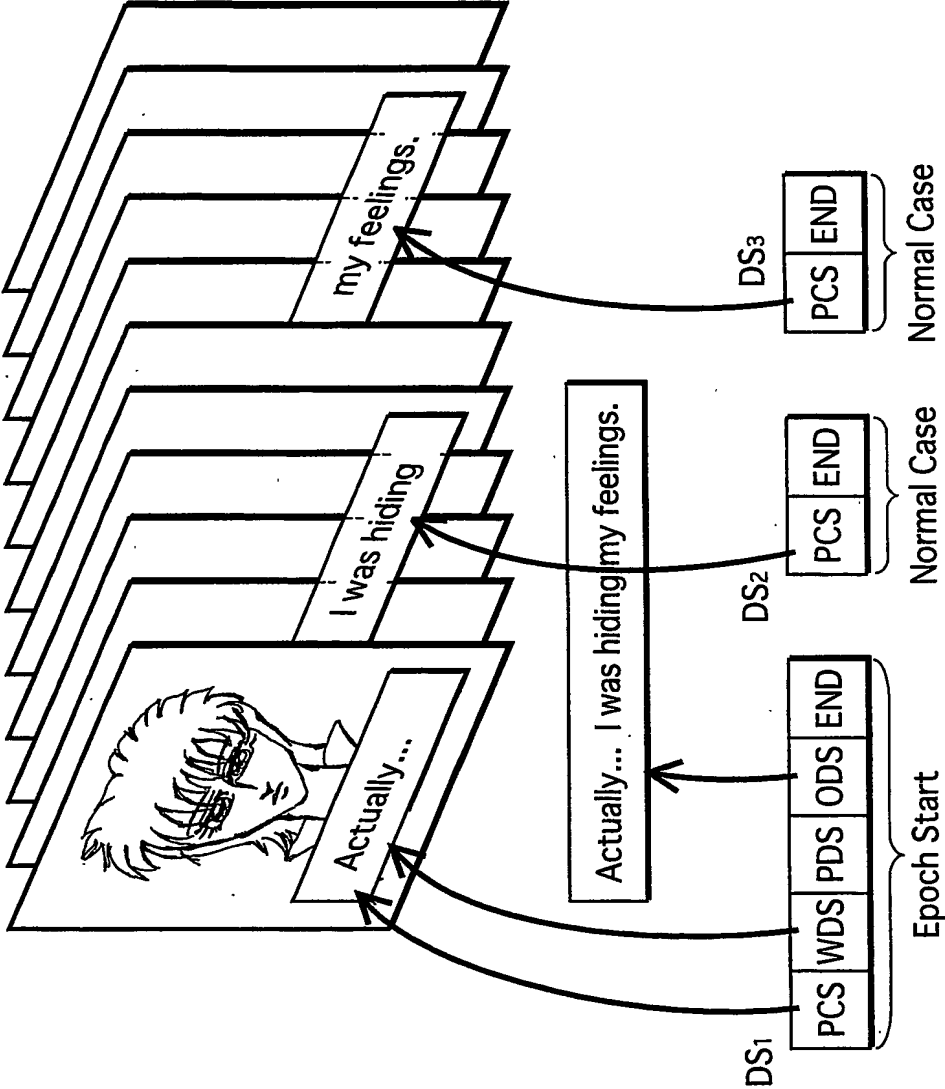


FIG. 10

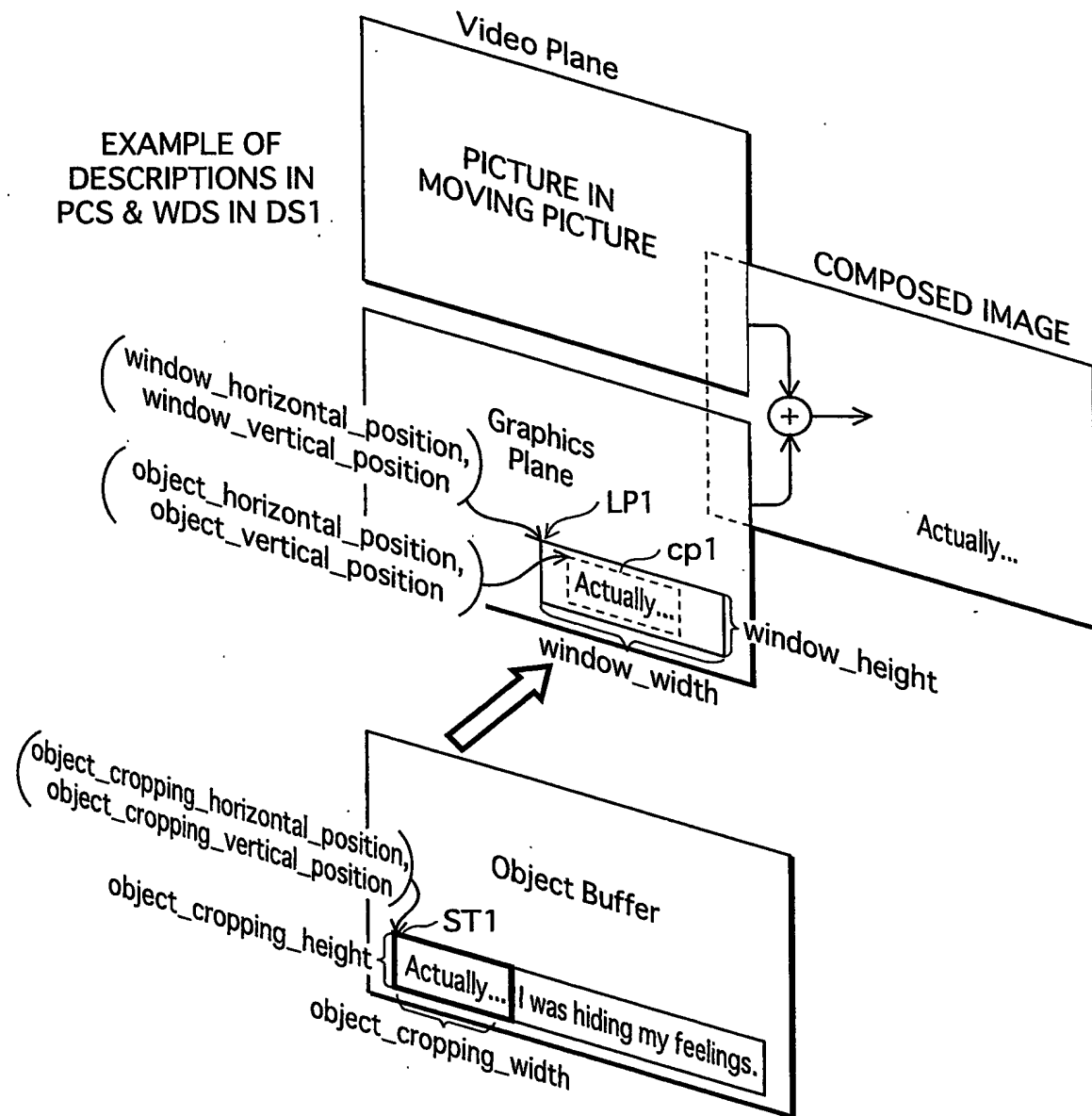


FIG. 11

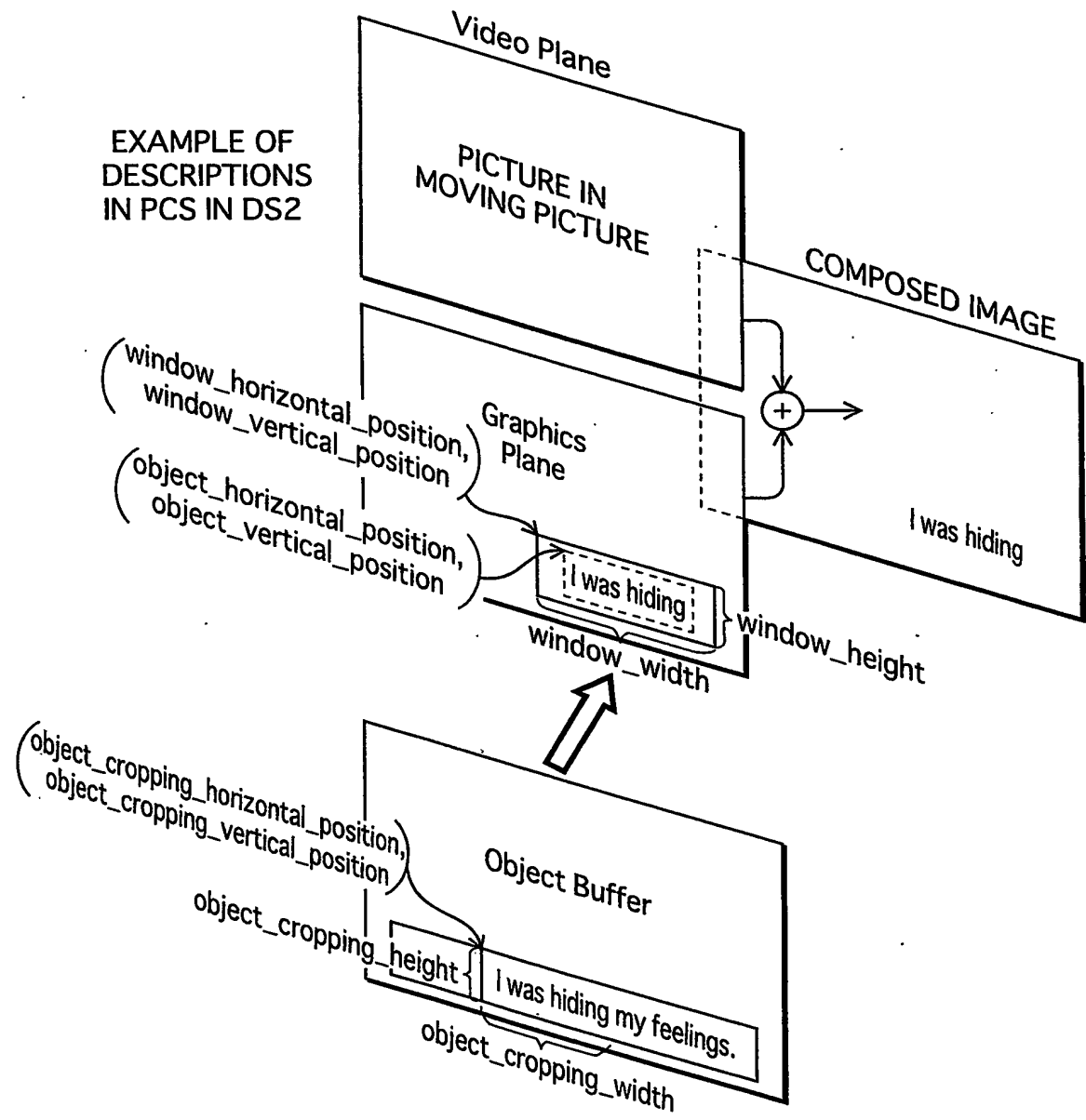
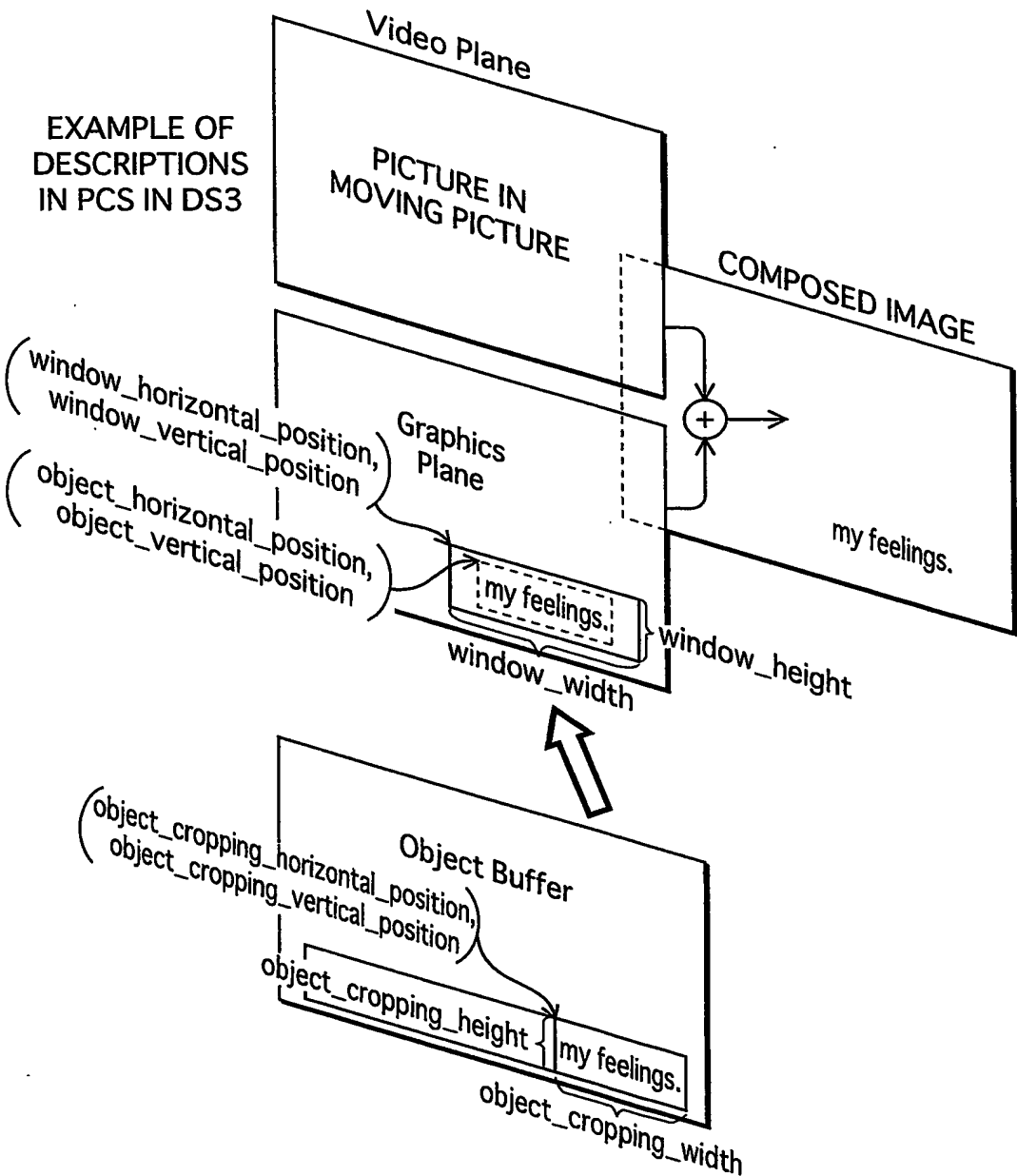


FIG. 12



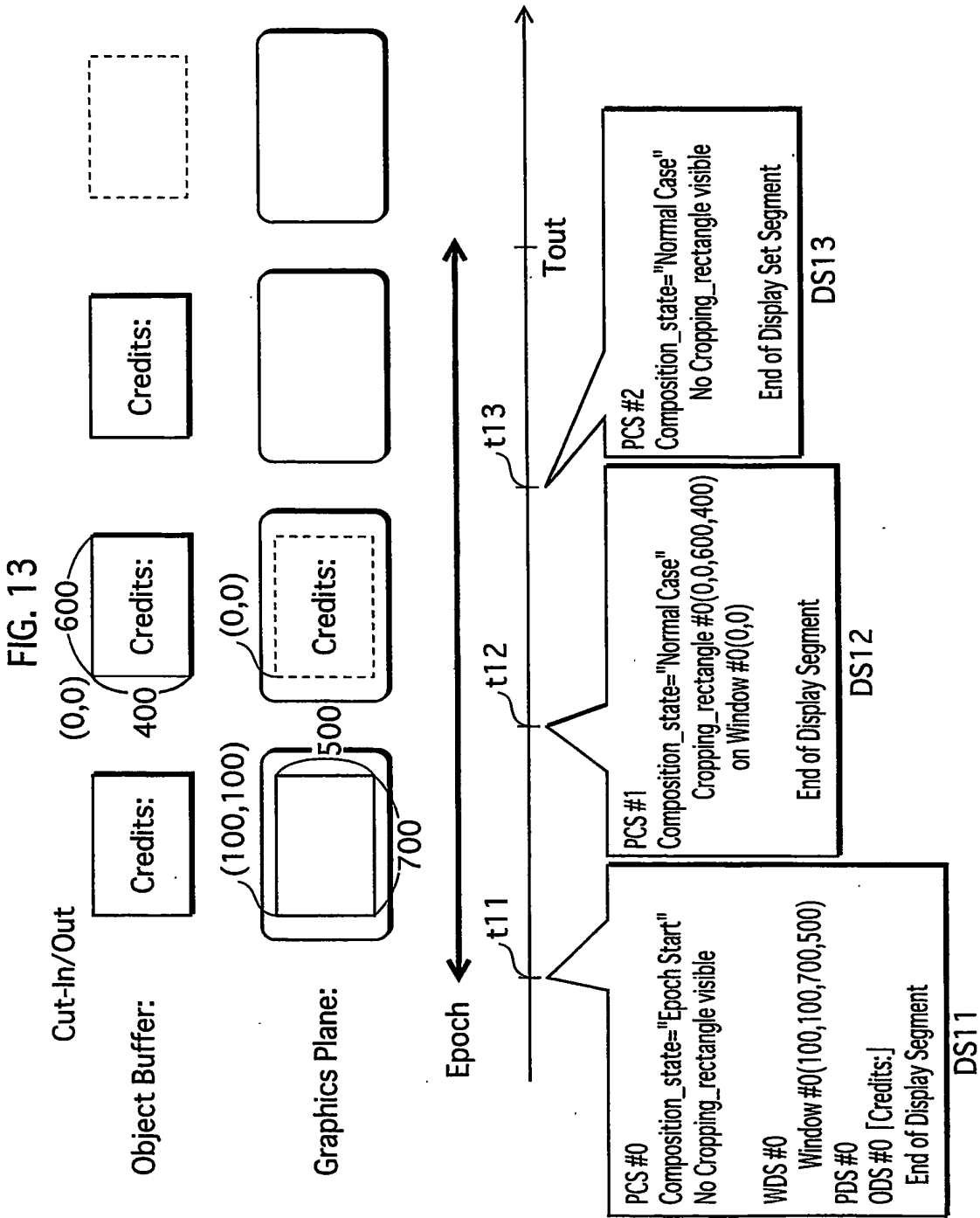
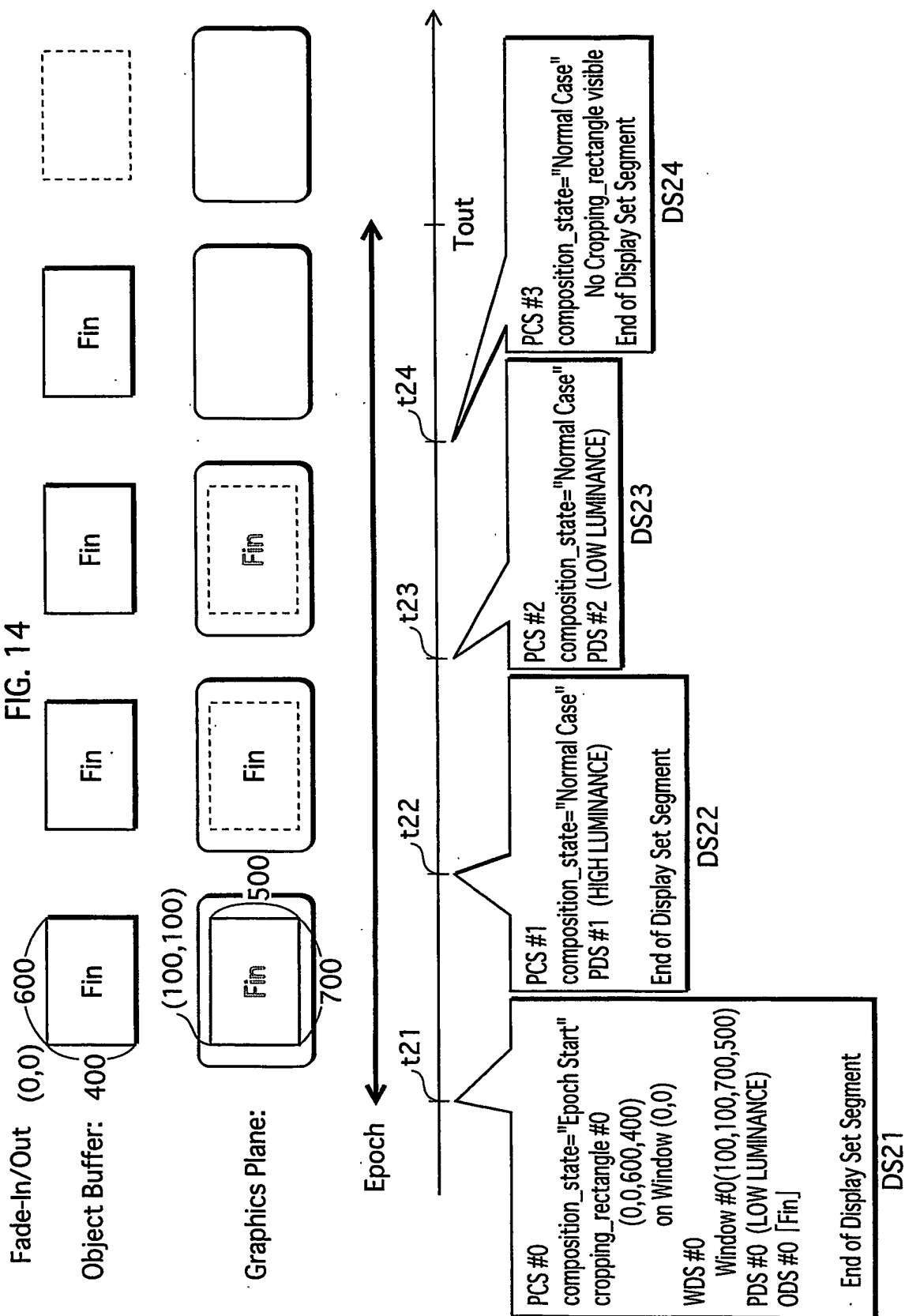
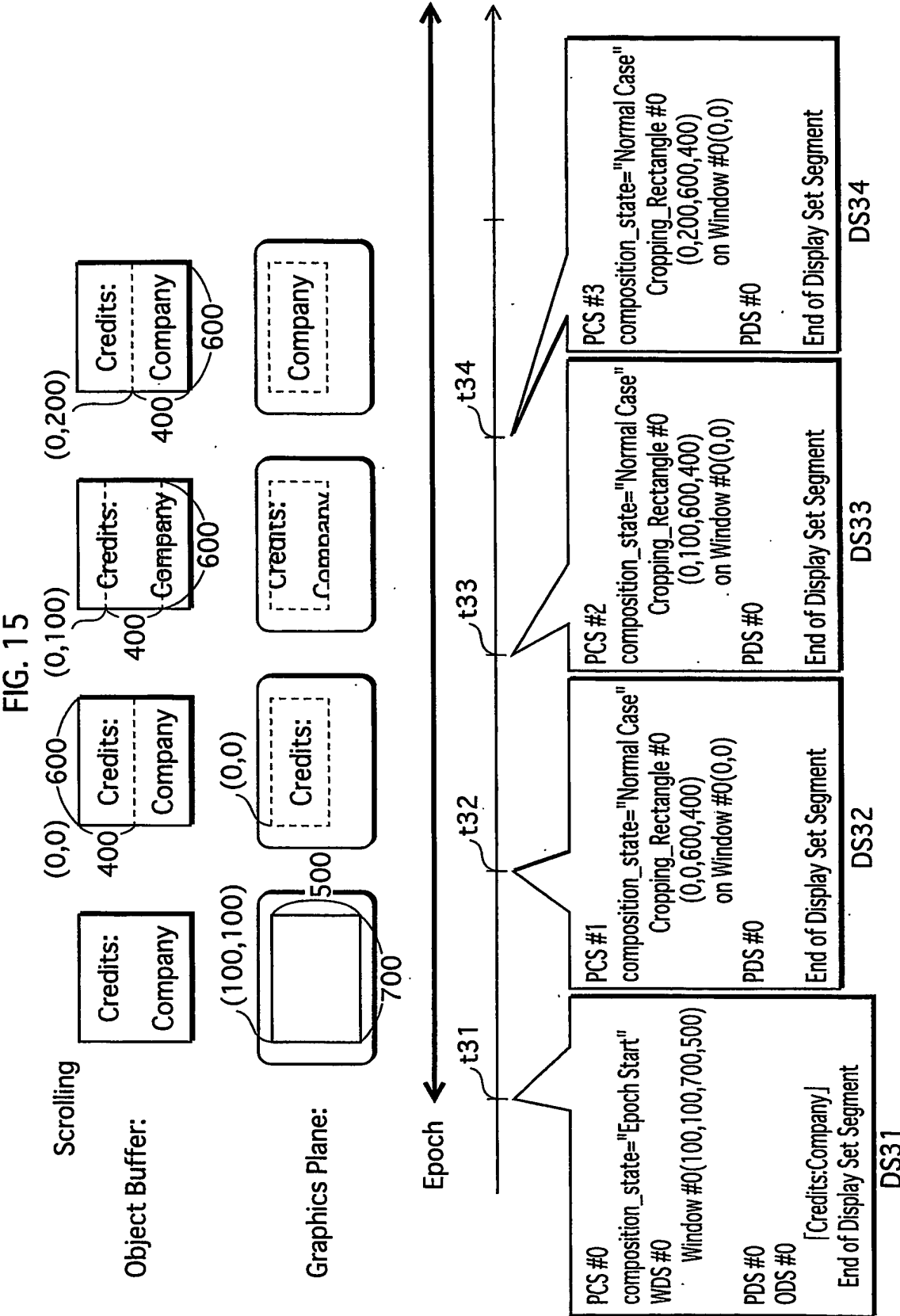


FIG. 14





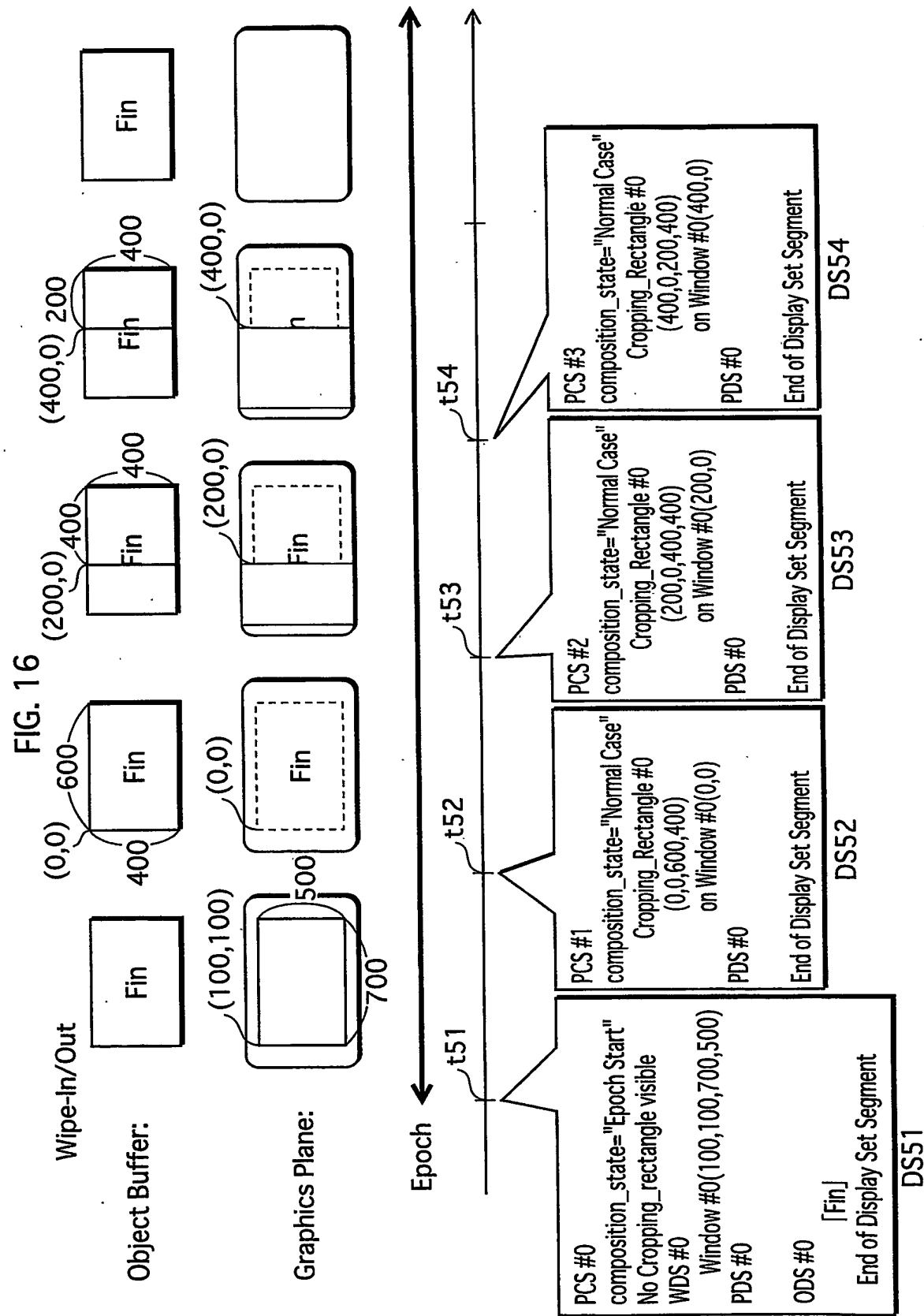


FIG. 17

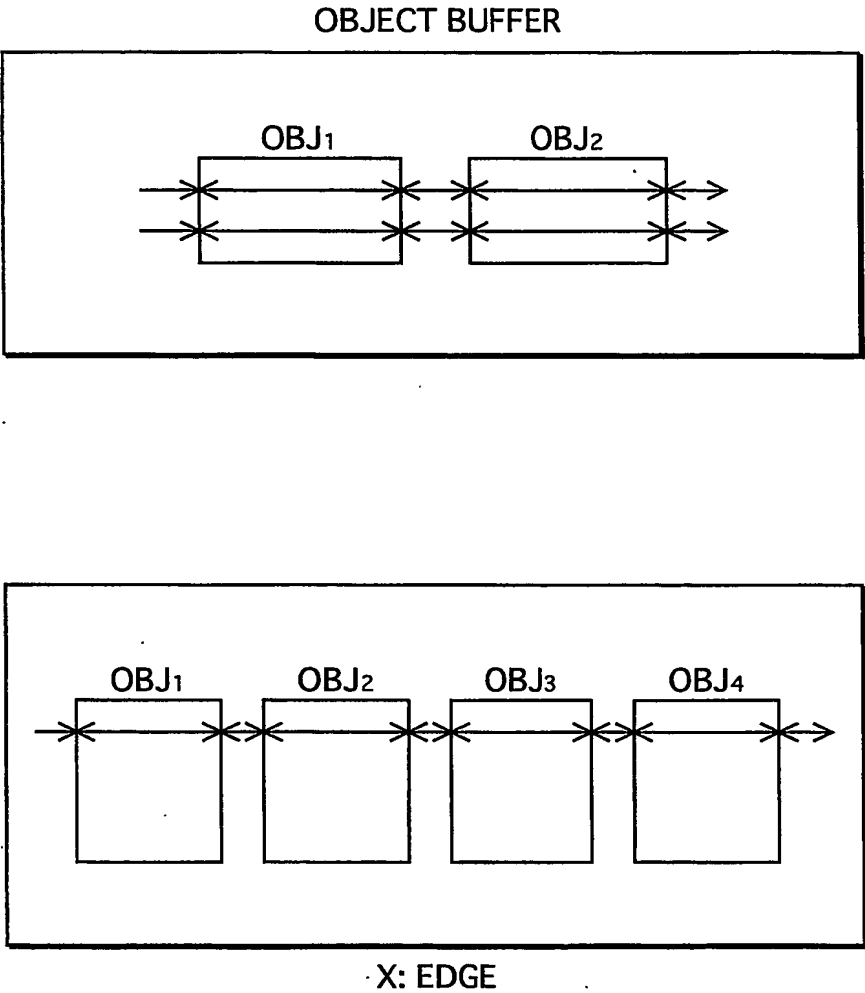


FIG. 18

$$PTS(DSn[PCS]) \geq DTS(DSn[PCS]) + DECODEDURATION(DSn)$$

Where:

- DECODEDURATION(DSn) is calculated as follows:

```

decode_duration = 0 ;
decode_duration += PLANEINITIALIZATIONTIME( DSn ) ;
if( DSn. PCS. num_of_objects == 2 )
{
    decode_duration += WAIT( DSn, DSn. PCS. OBJ[0], decode_duration ) ;
    if( DSn. PCS. OBJ[0]. window_id == DSn. PCS. OBJ[1]. window_id )
    {
        decode_duration += WAIT( DSn, DSn. PCS. OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
    }
    else
    {
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
        decode_duration += WAIT( DSn, DSn. PCS. OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn. PCS. OBJ[1]. window_id )//256*106 ) ;
    }
}
else if( DSn. PCS. num_of_objects == 1 )
{
    decode_duration += WAIT( DSn, DSn. PCS. OBJ[0], decode_duration ) ;
    decode_duration += 90000*( SIZE( DSn. PCS. OBJ[0]. window_id )//256*106 ) ;
}
return decode_duration ;

```

- PLANEINITIALIZATIONTIME(DSn) is calculated as follows:

```

initialize_duration=0 ;
if( DSn. PCS. composition_state== EPOCH_START )
{
    initialize_duration = 90000*( 8*video_width*video_height//256*106 ) ;
}
else
{
    for( i=0 ; i < WDS. num_windows ; i++ )
    {
        if( EMPTY(DSn.WDS.WIN[i],DSn) )
            initialize_duration += 90000*( SIZE( DSn. WDS. WIN[i] )//256*106 ) ;
    }
}
return initialize_duration ;

```

- WAIT(DSn, OBJ, current_duration) is calculated as follows:

```

wait_duration = 0 ;
if( EXISTS( OBJ. object_id, DSn ) )
{
    object_definition_ready_time = PTS( GET( OBJ. object_id, DSn ) ) ;
    current_time = DTS( DSn. PCS )+current_duration ;
    if( current_time < object_definition_ready_time )
        wait_duration += object_definition_ready_time - current_time ;
}
return wait_duration ;

```


FIG. 20A

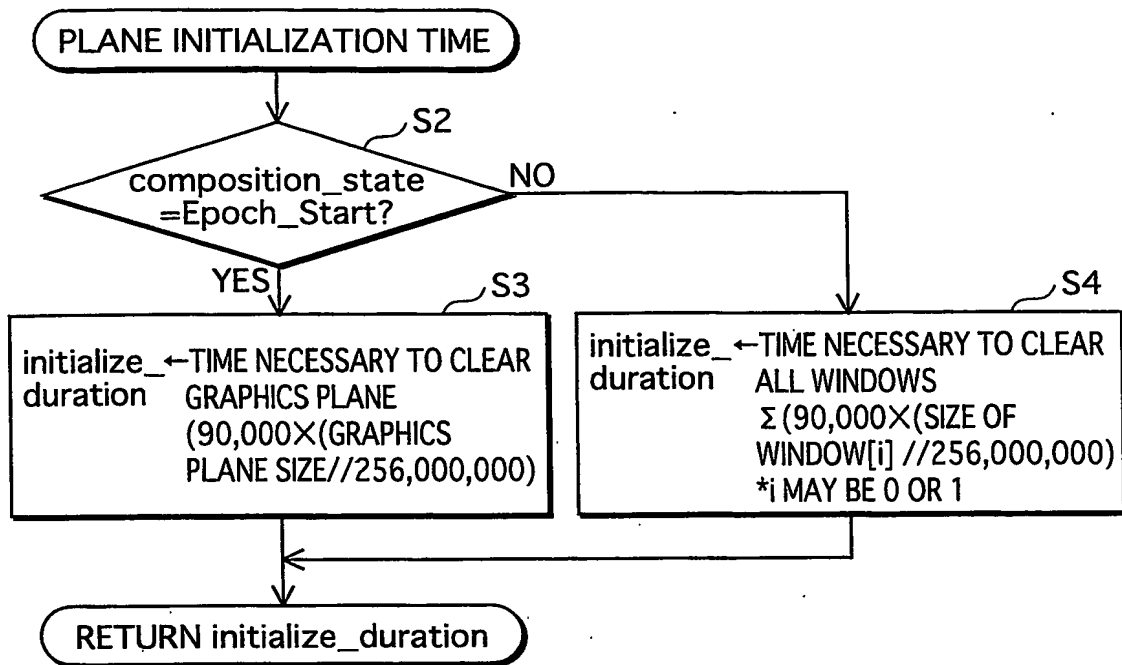


FIG. 20B

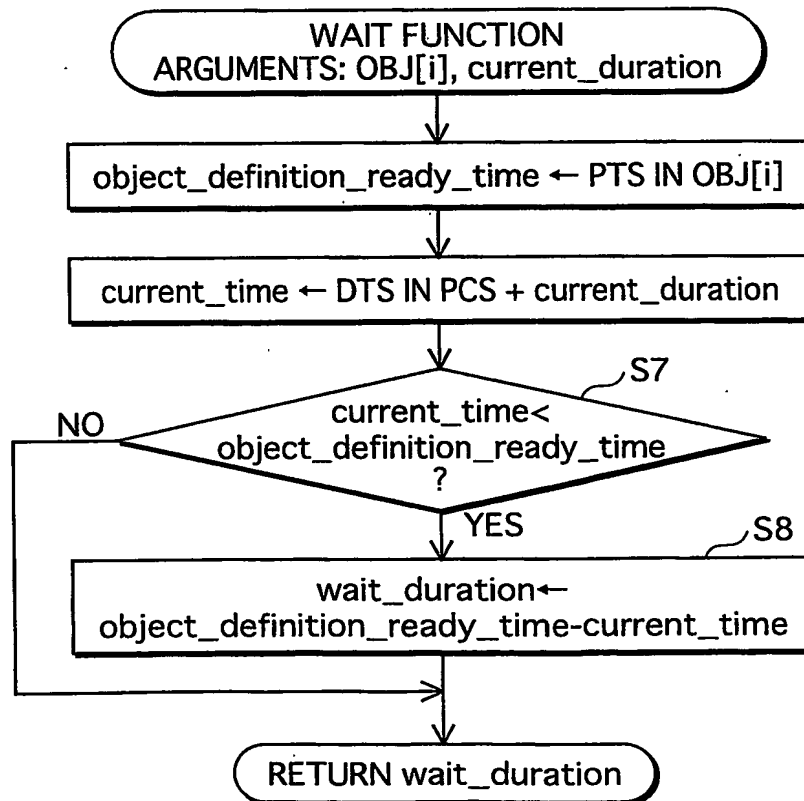


FIG. 21A

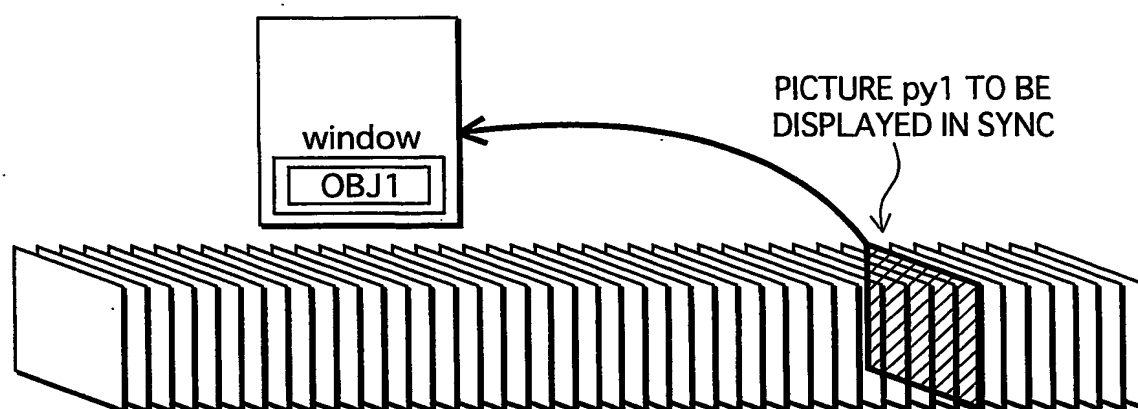


FIG. 21B.

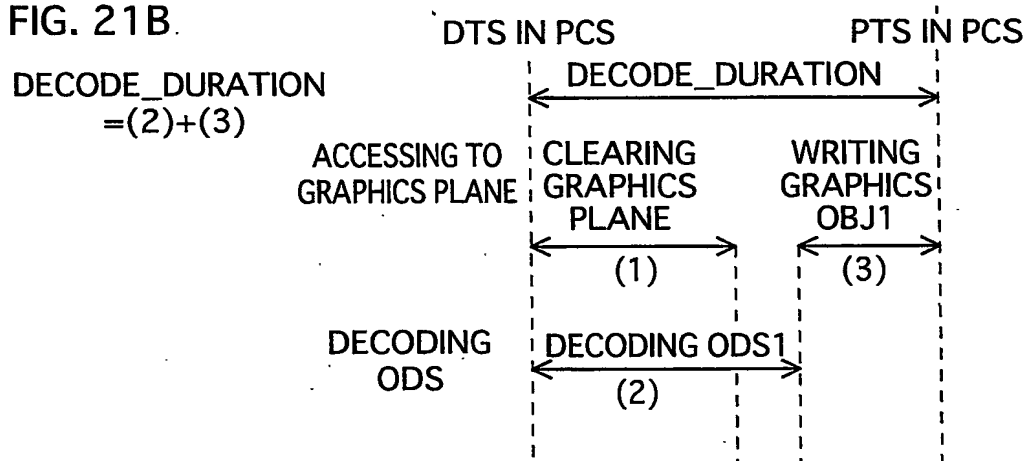


FIG. 21C

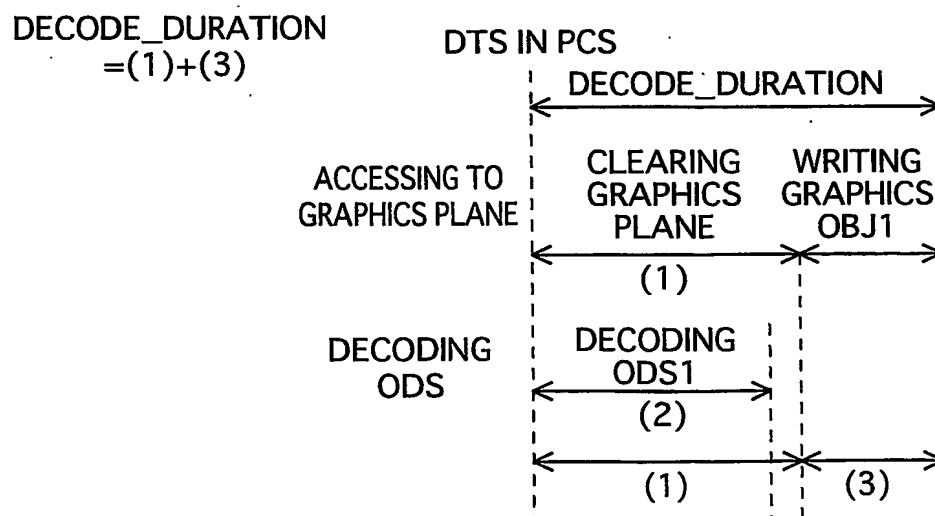


FIG. 22A

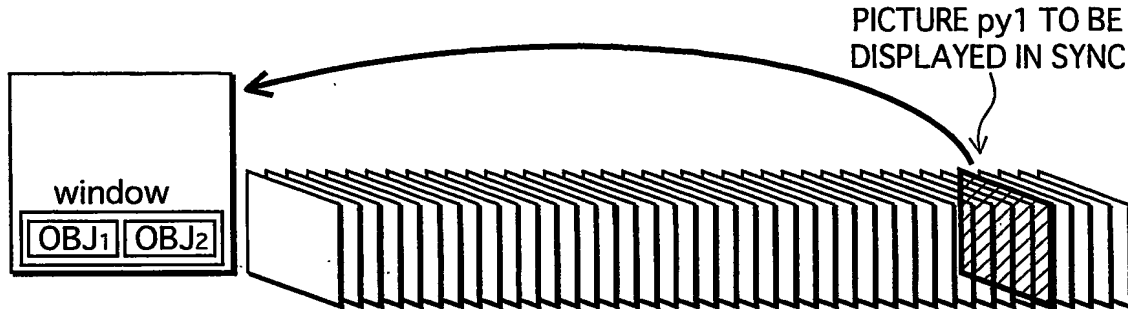


FIG. 22B

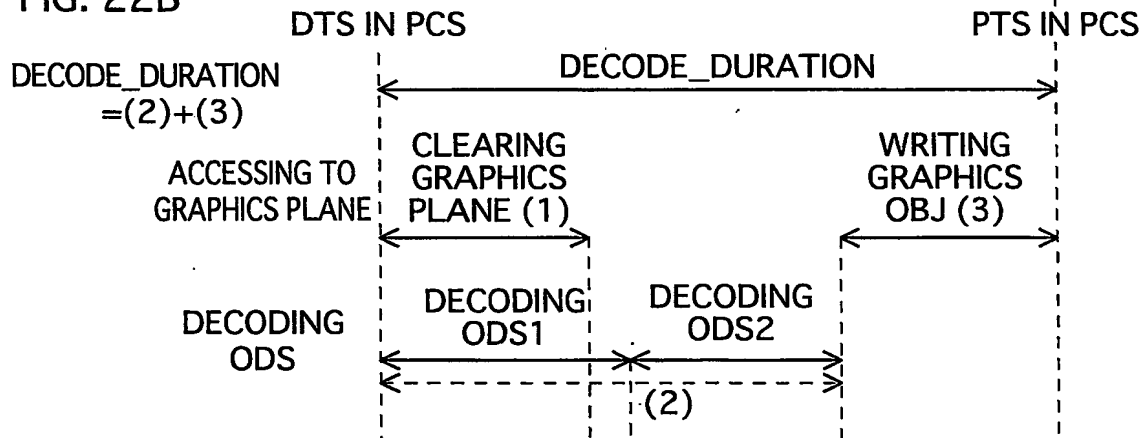
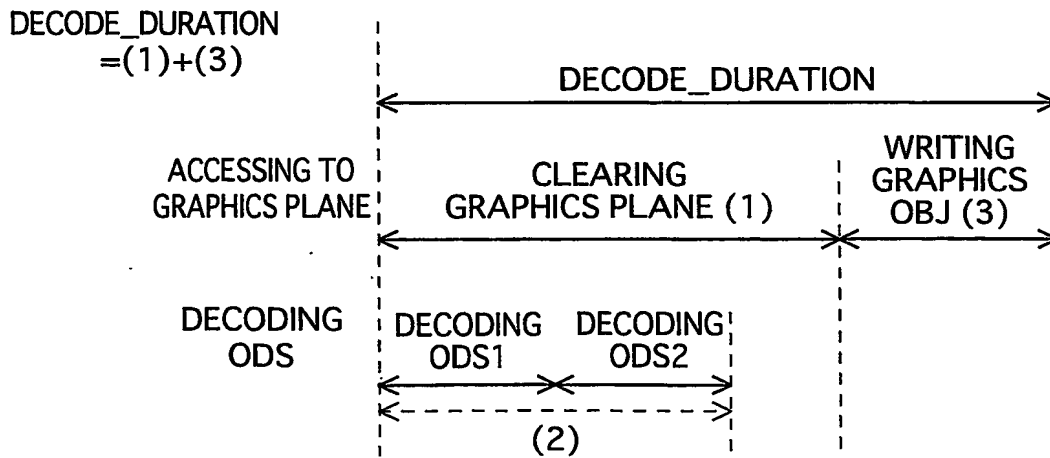


FIG. 22C



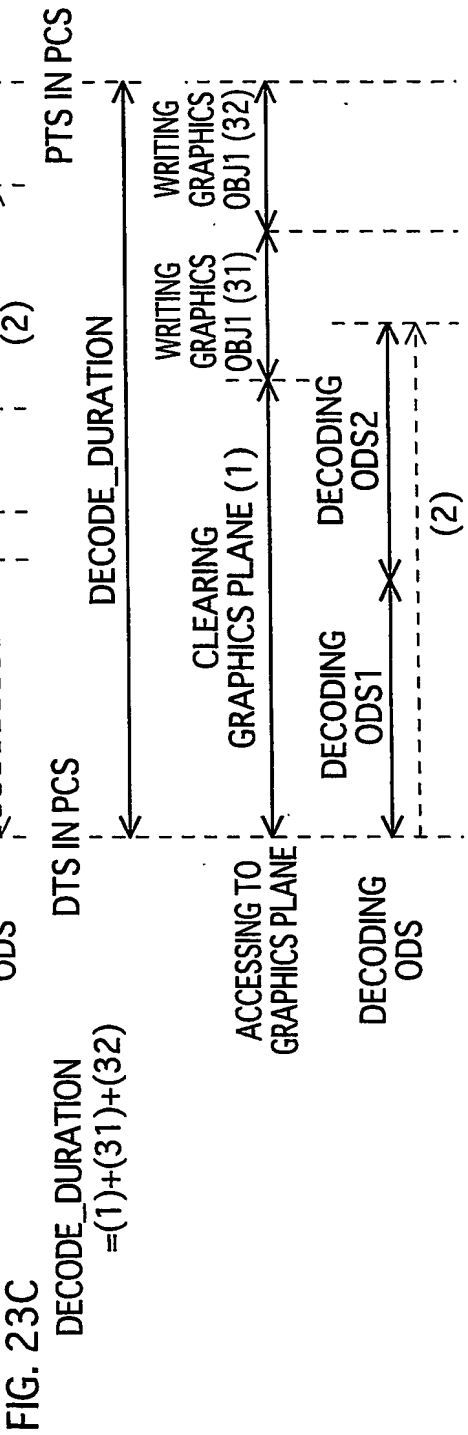
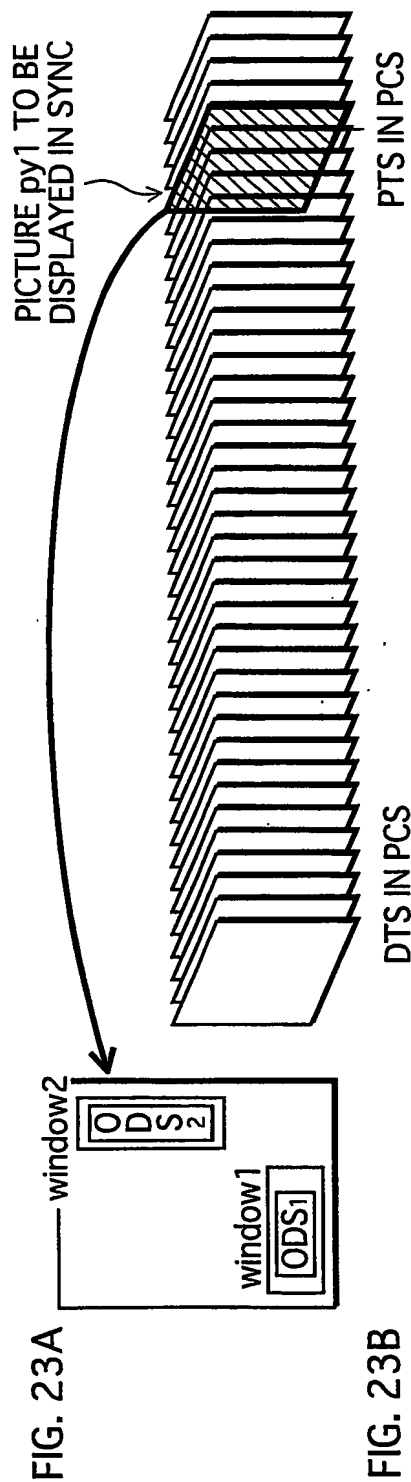


FIG. 24

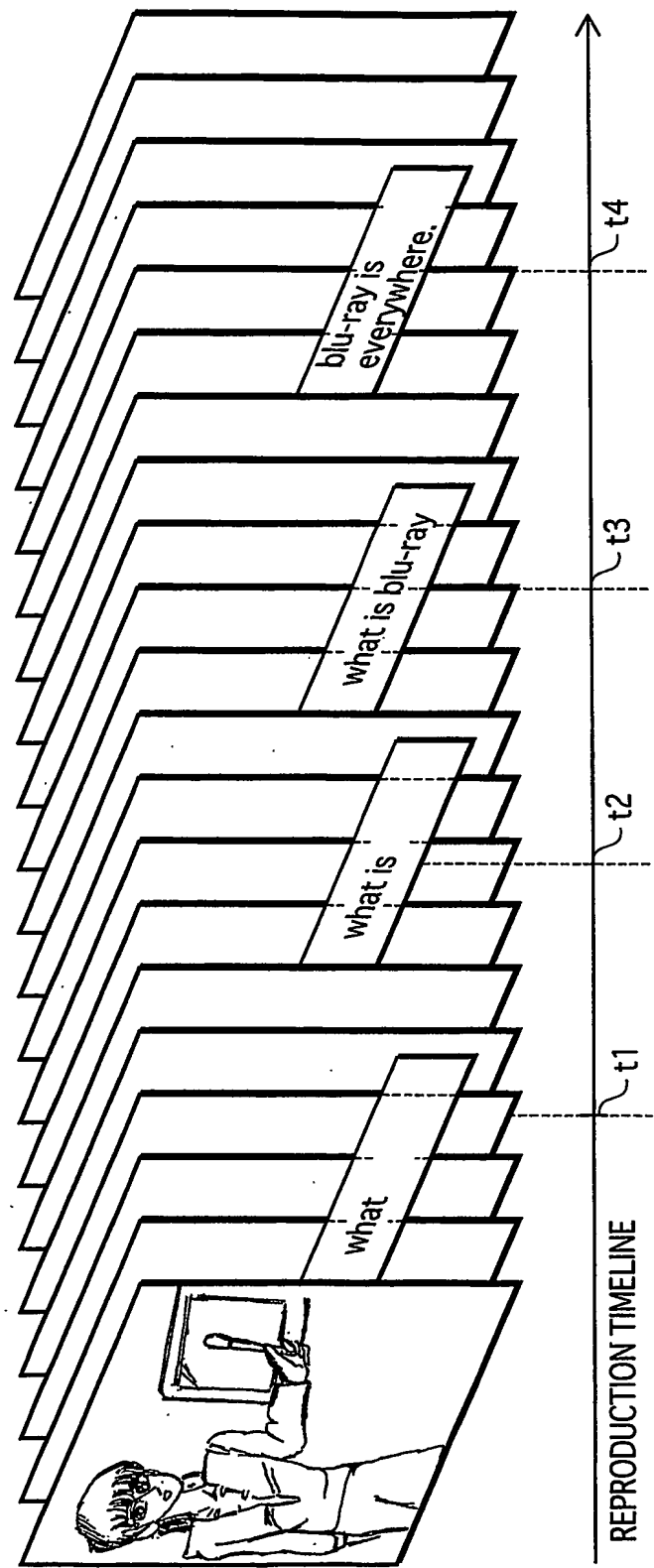


FIG. 26

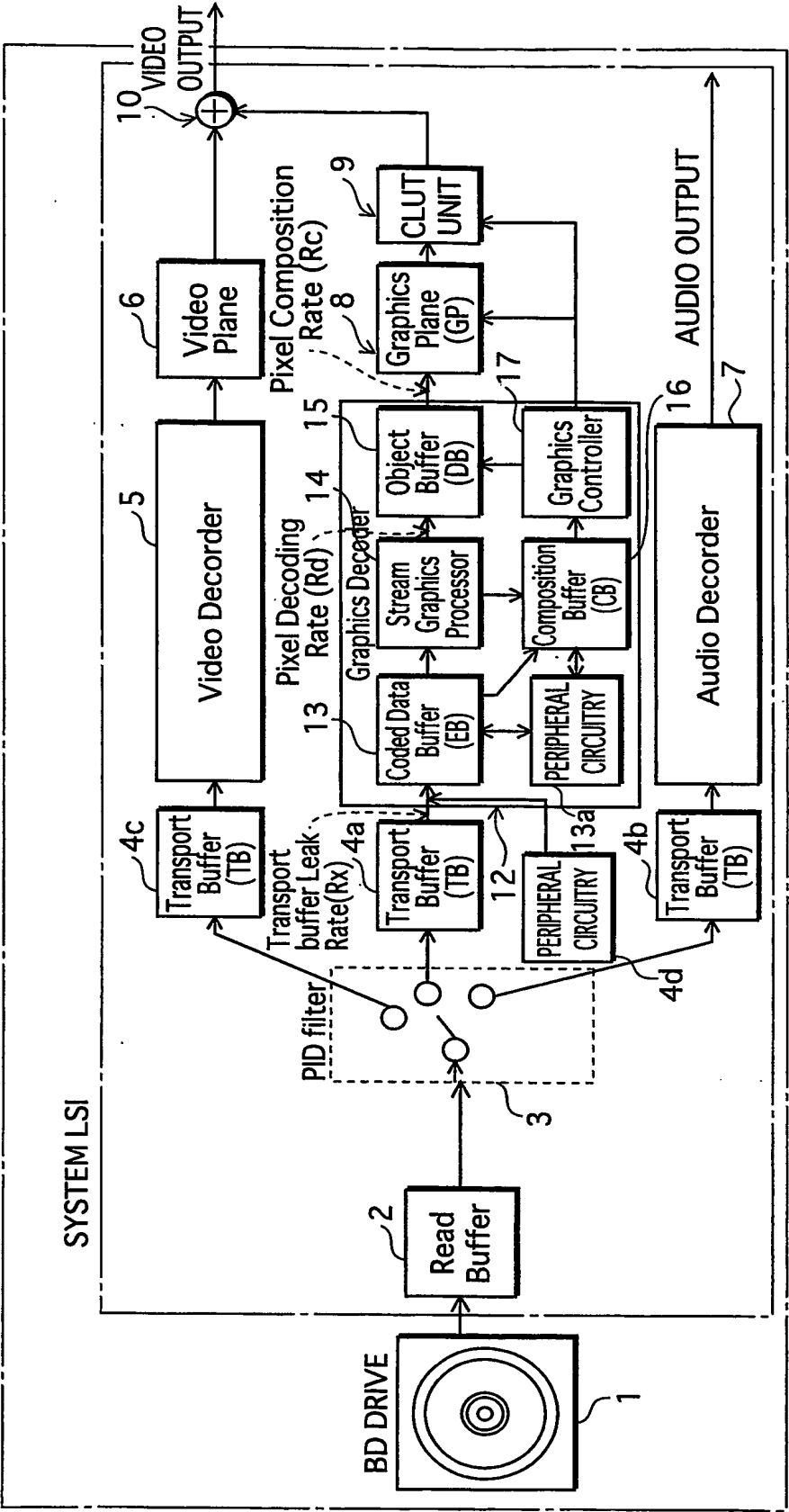


FIG. 27

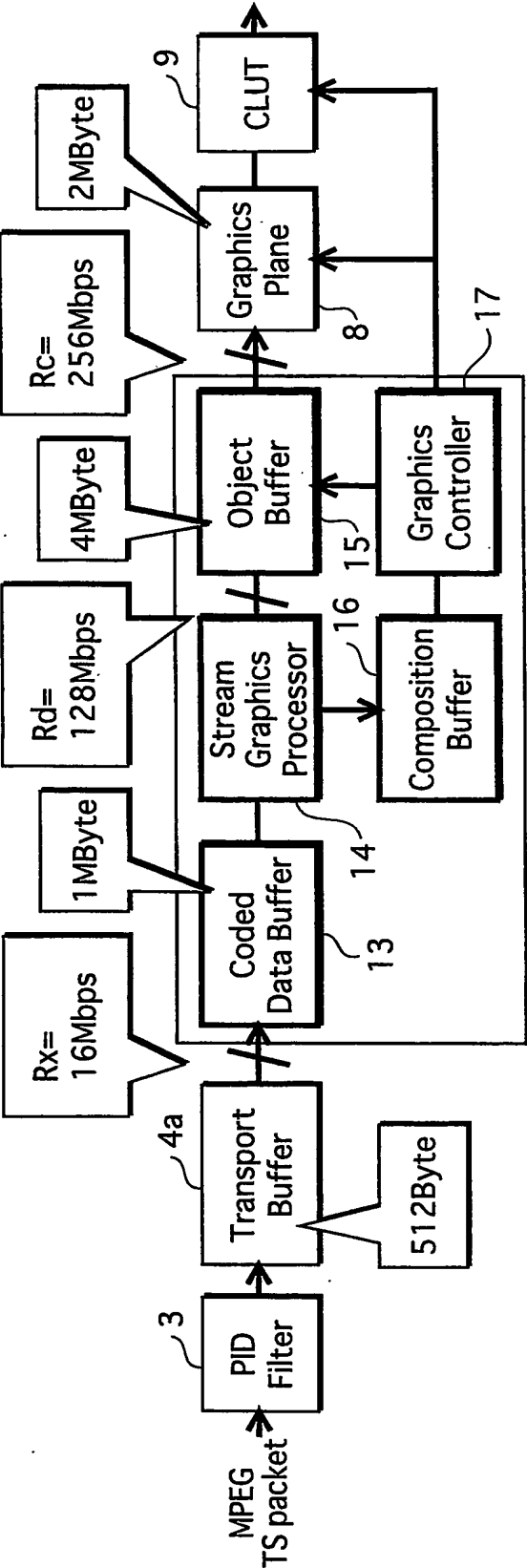


FIG. 28

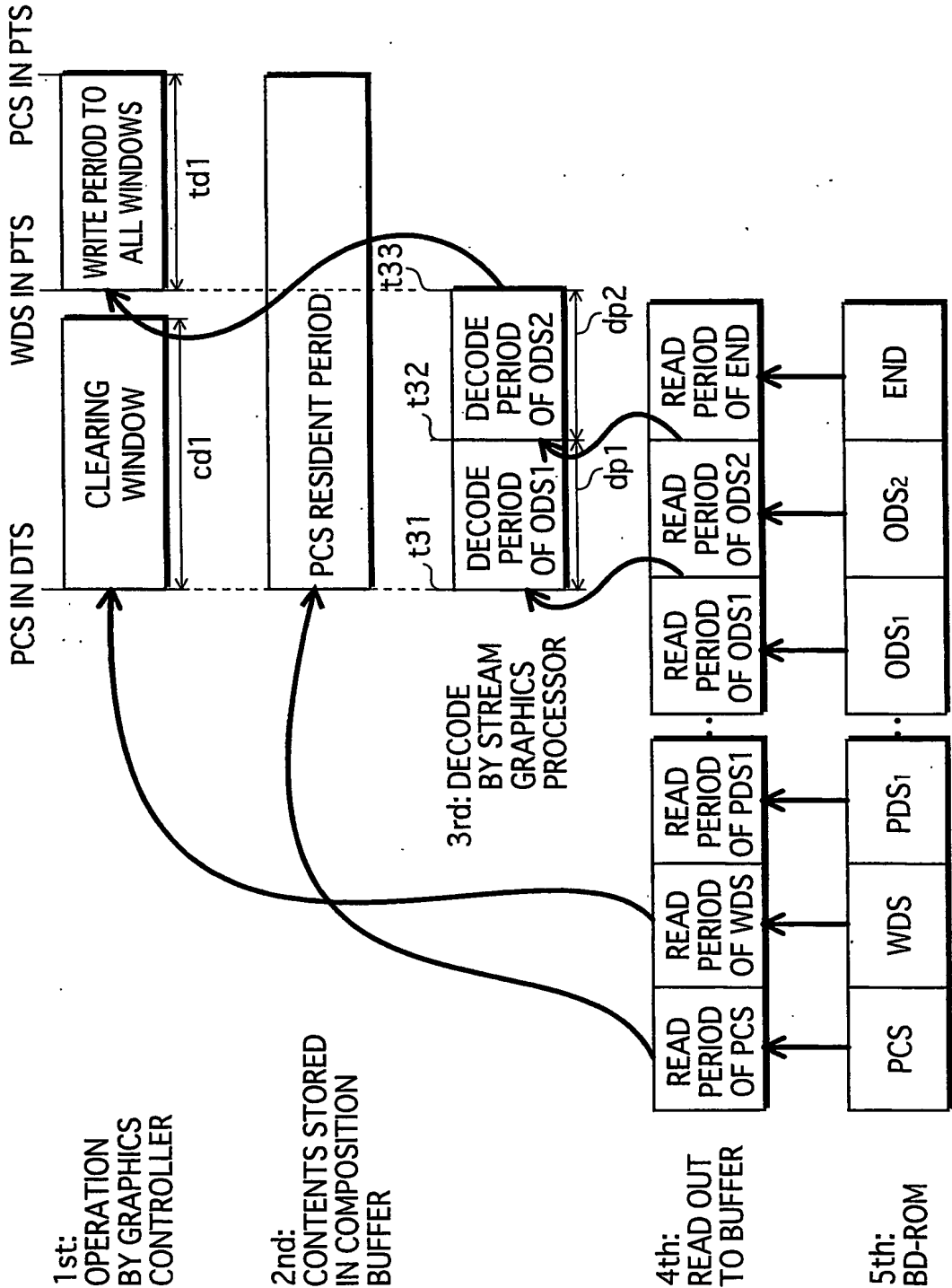
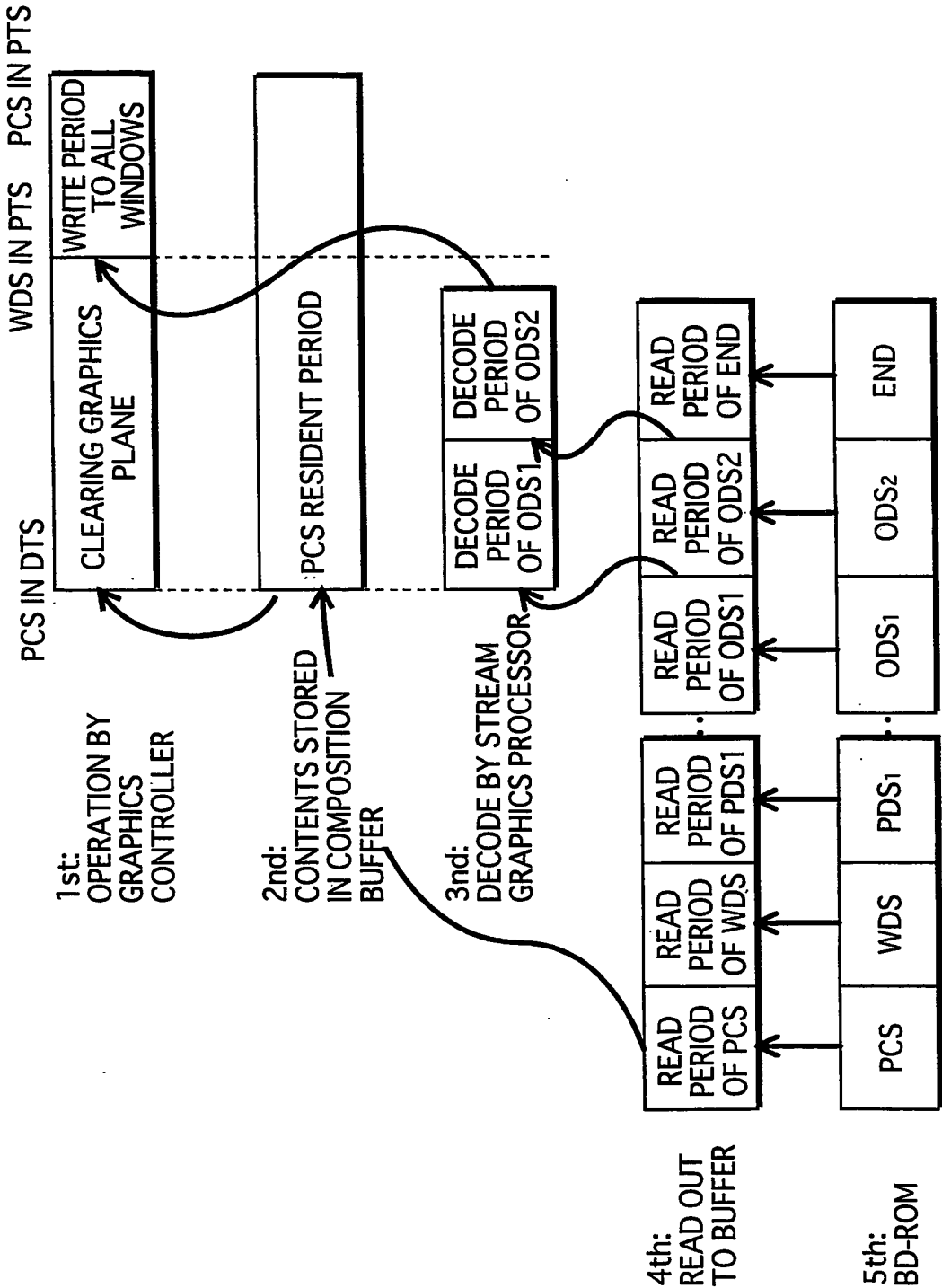


FIG. 29



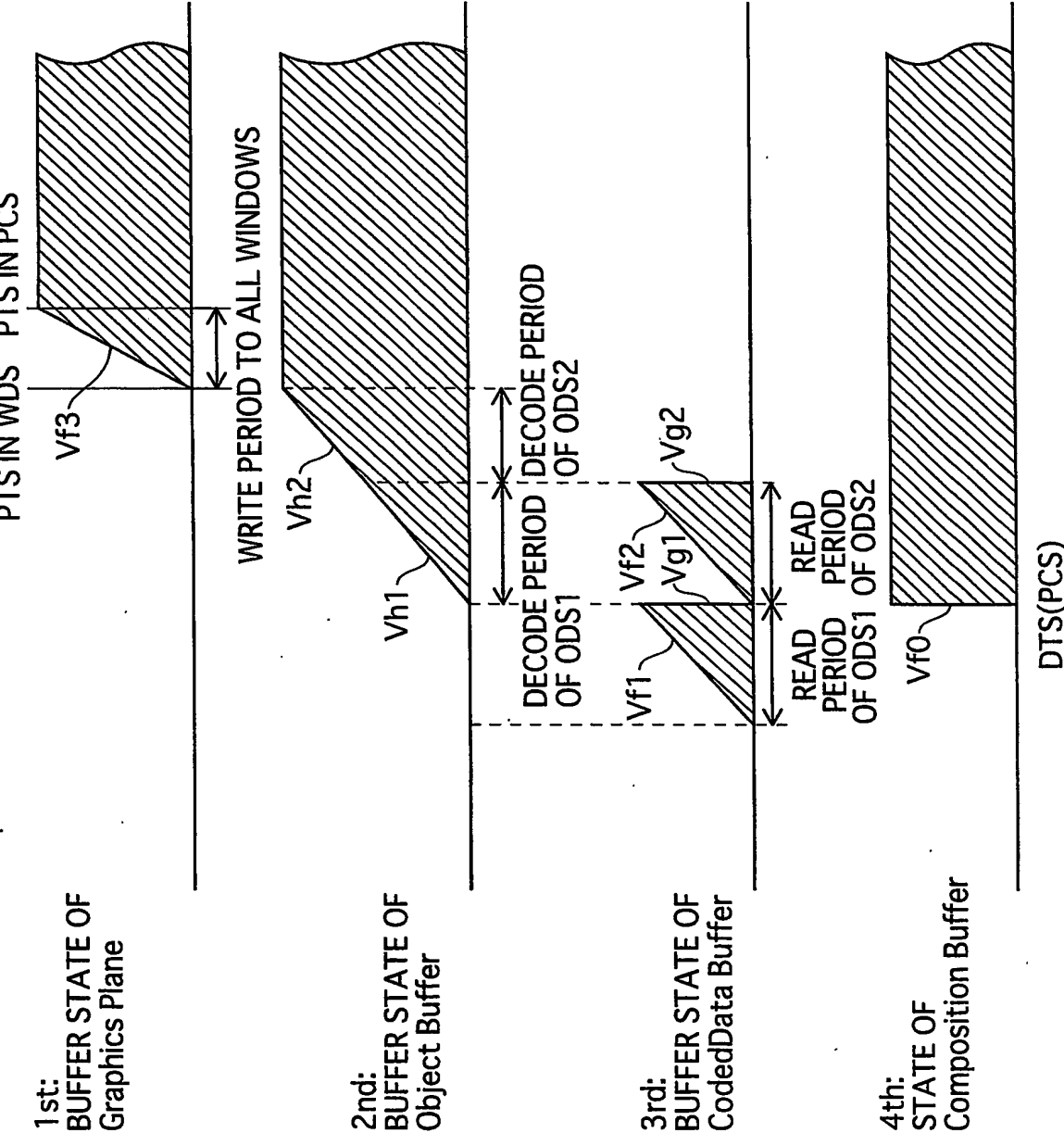


FIG. 31

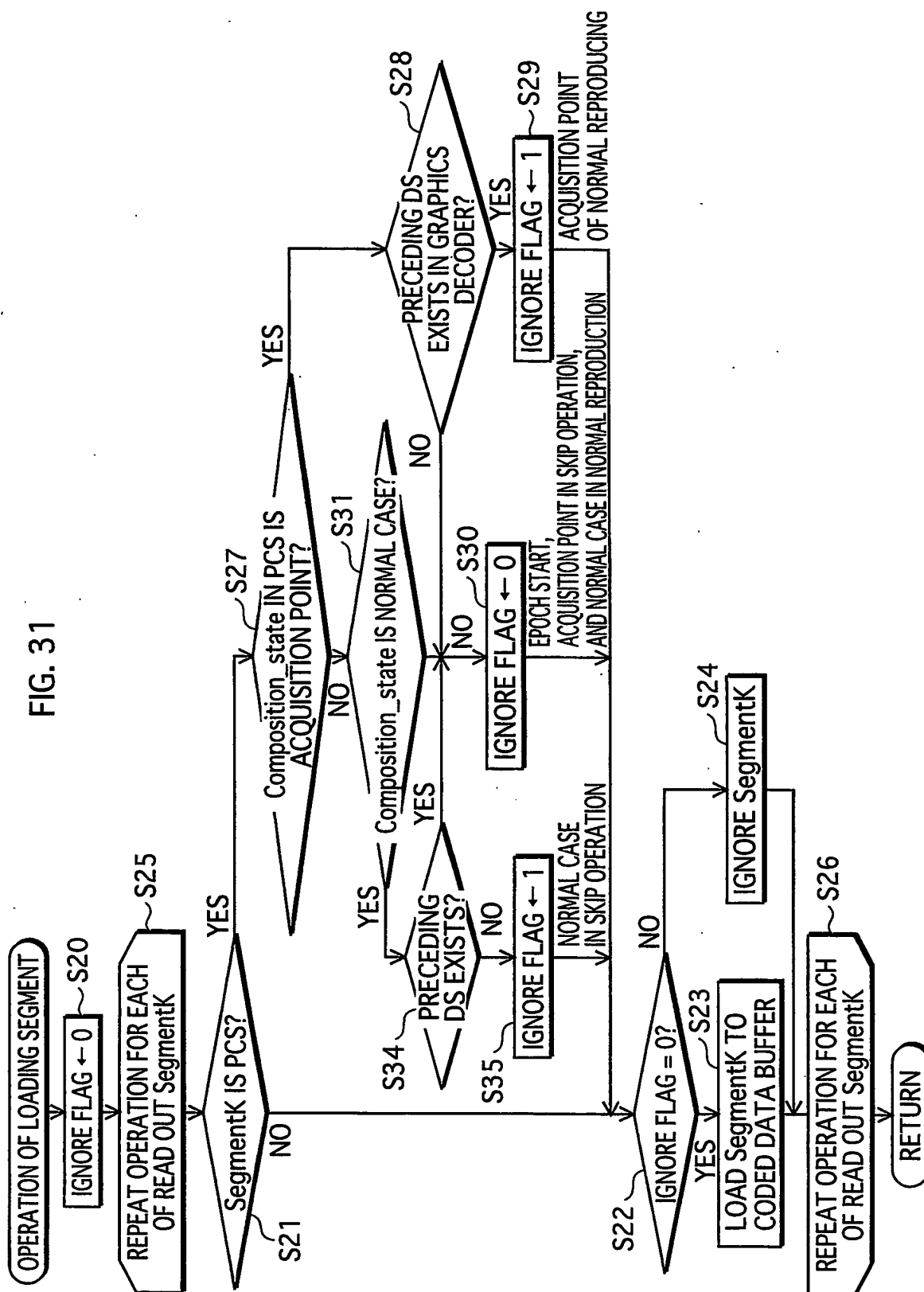


FIG. 32

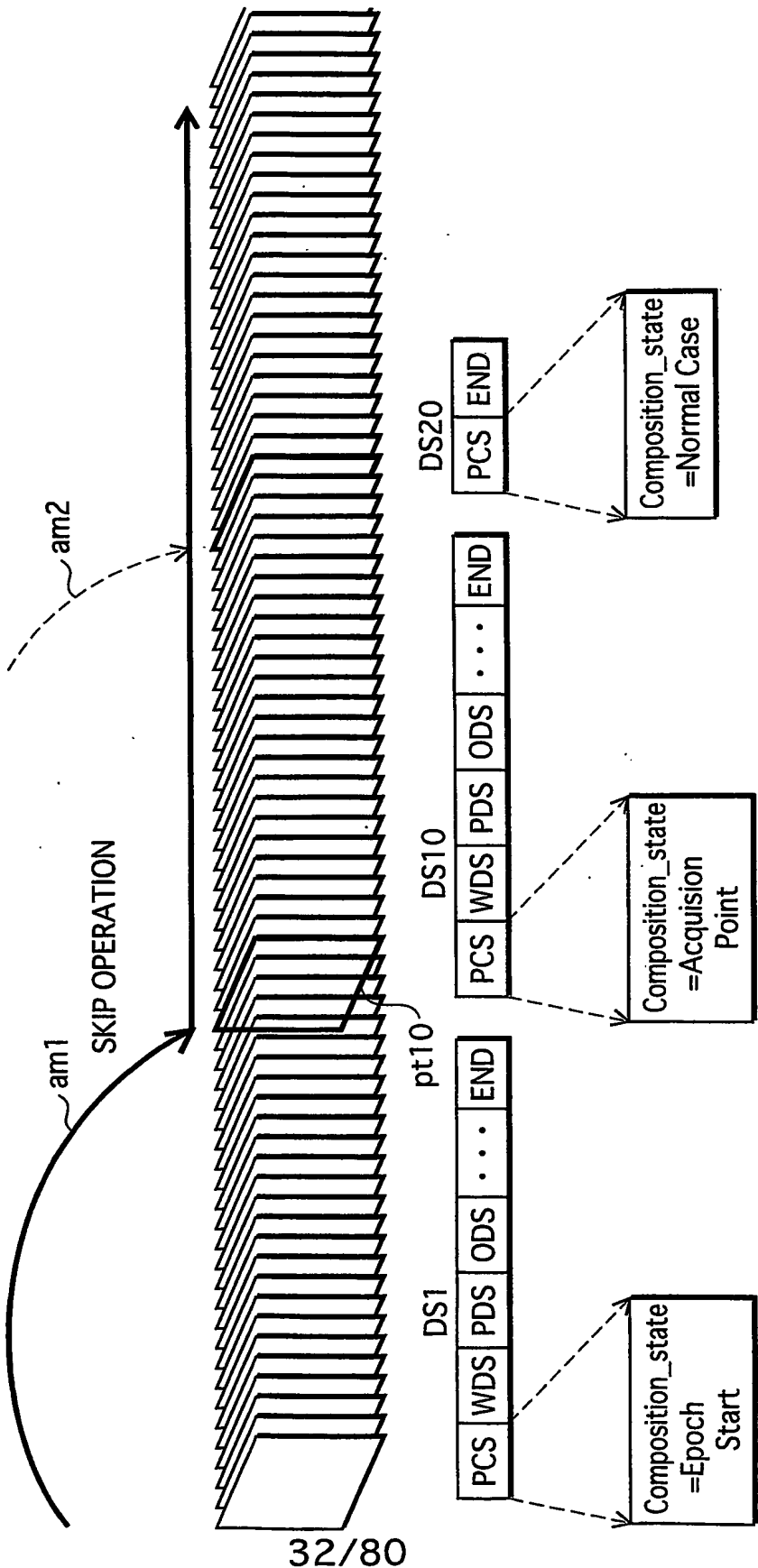


FIG. 33

CODED DATA BUFFER OF REPRODUCING APPARATUS

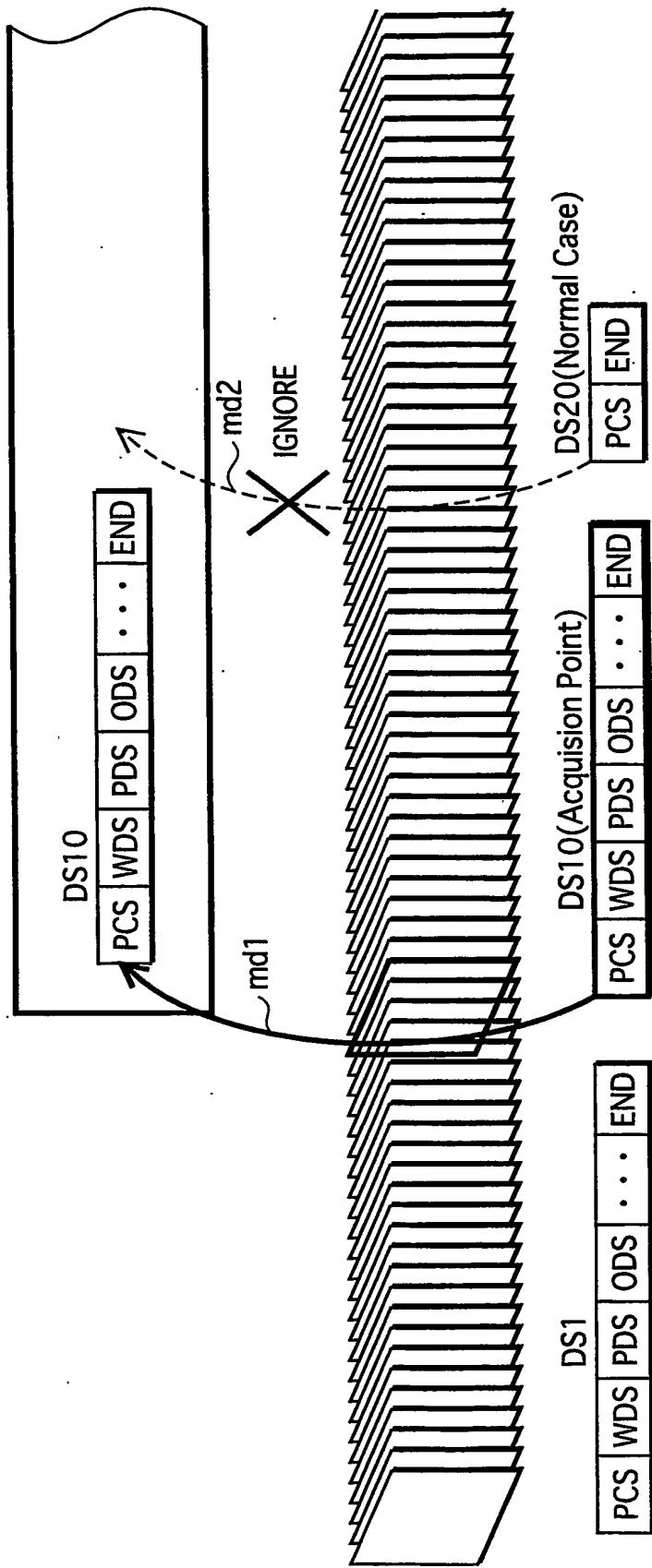


FIG. 34

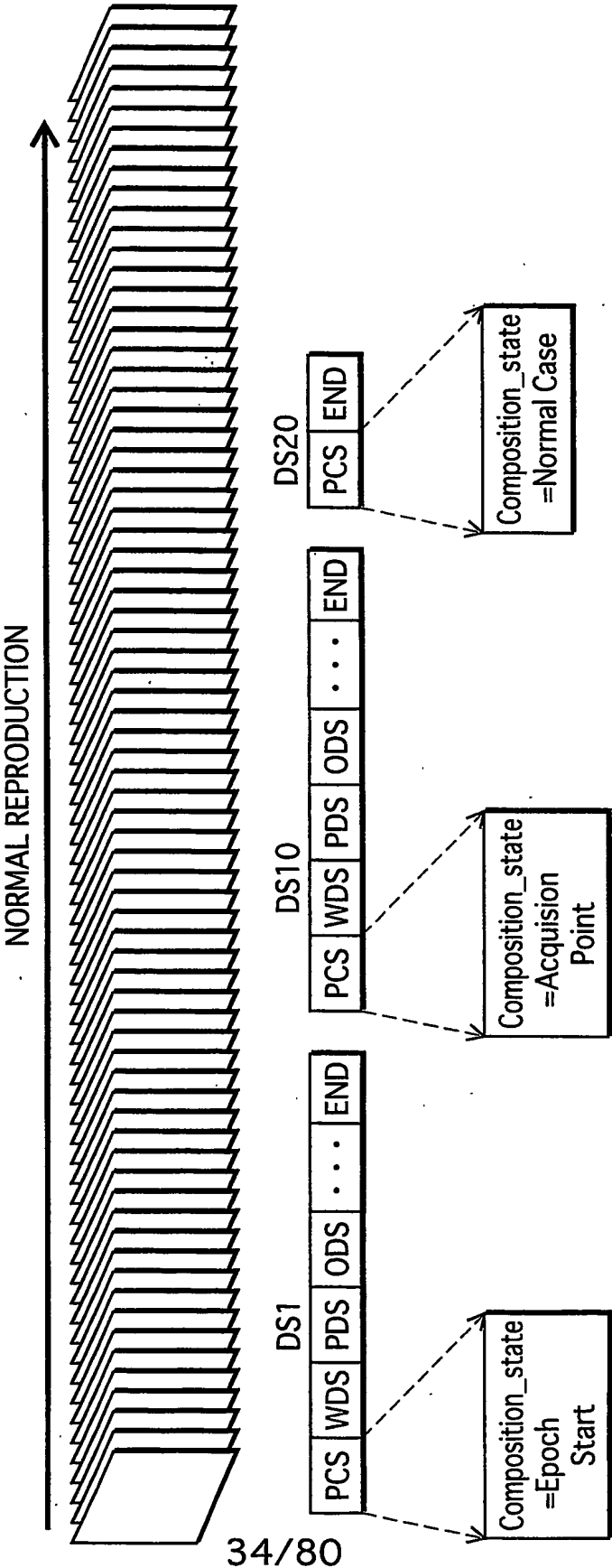


FIG. 35
CODED DATA BUFFER OF REPRODUCING APPARATUS

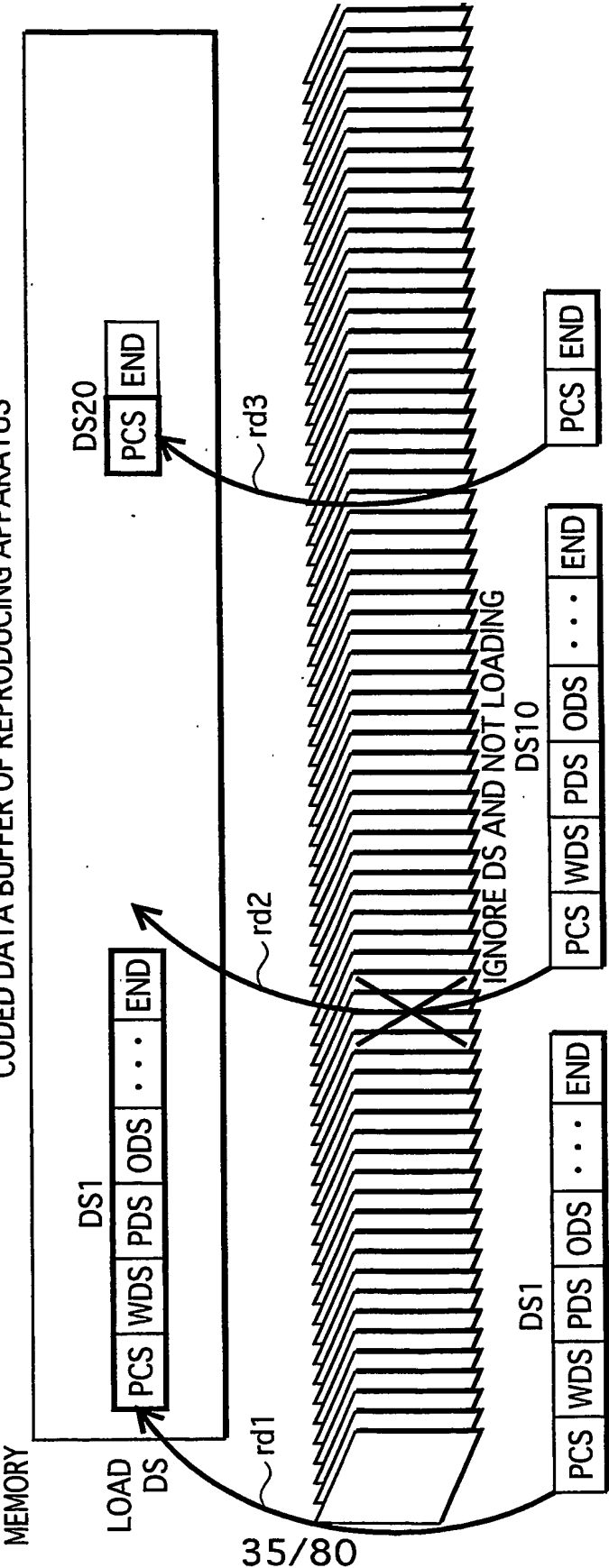


FIG. 36

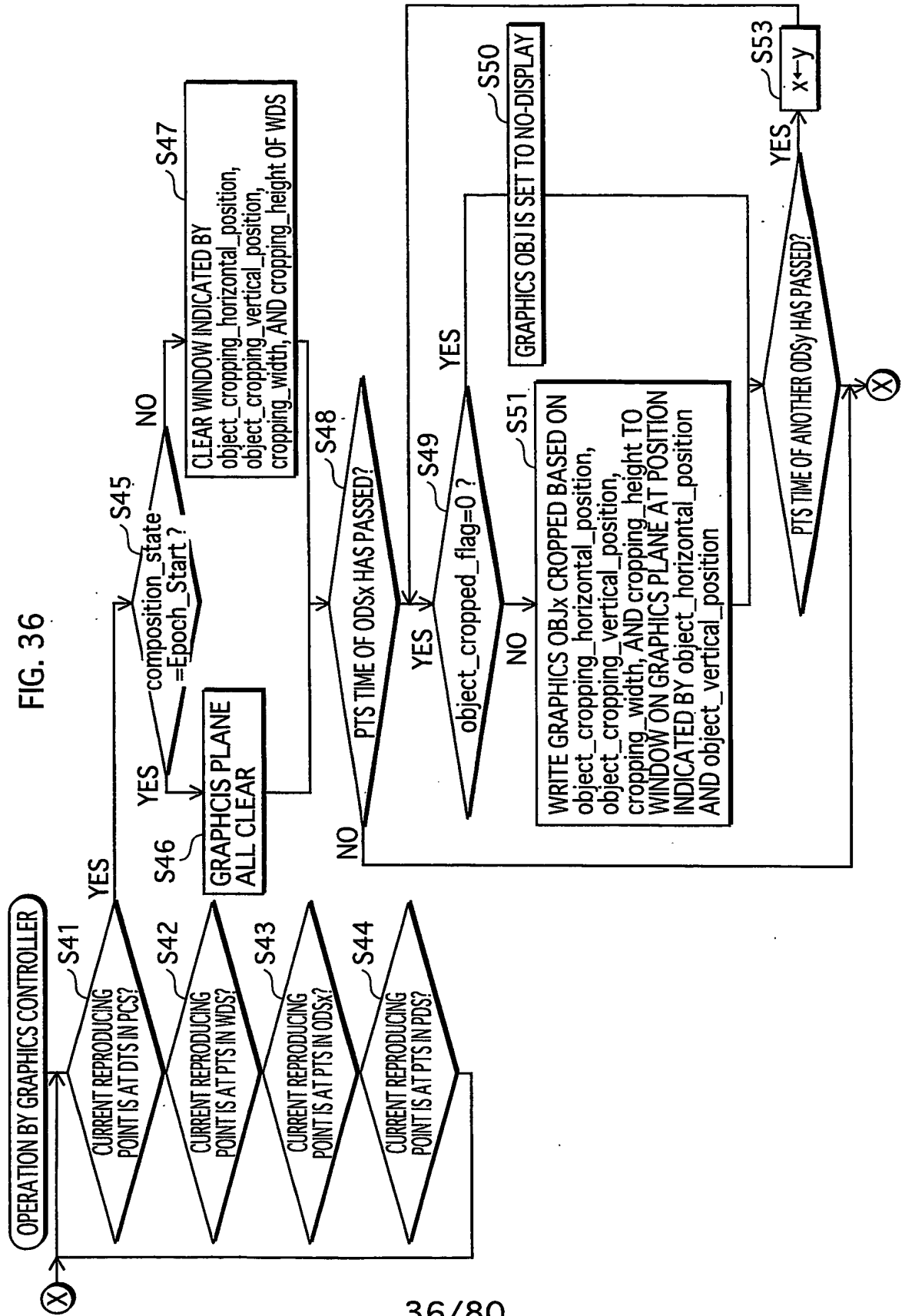


FIG. 37

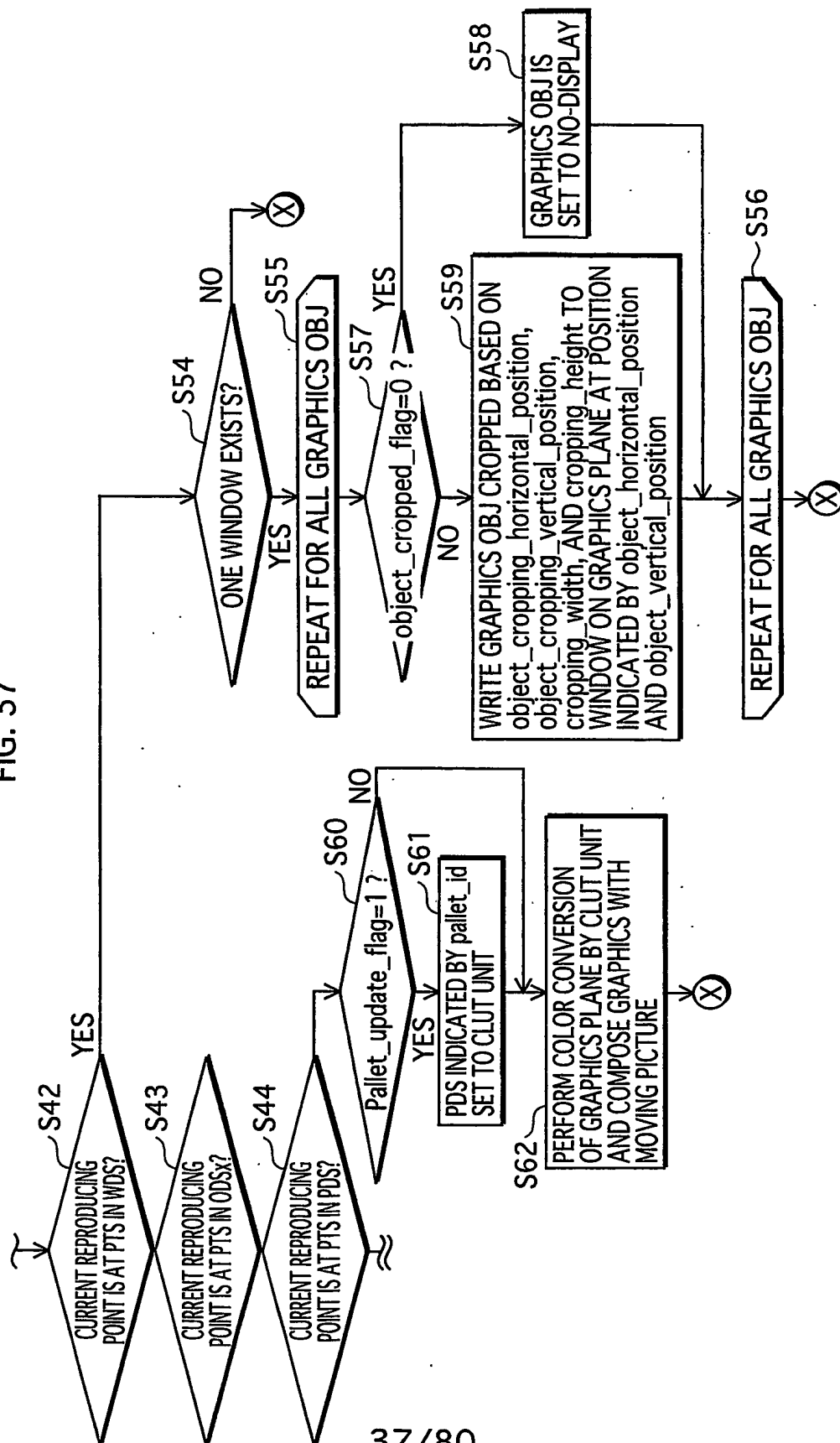


FIG. 38

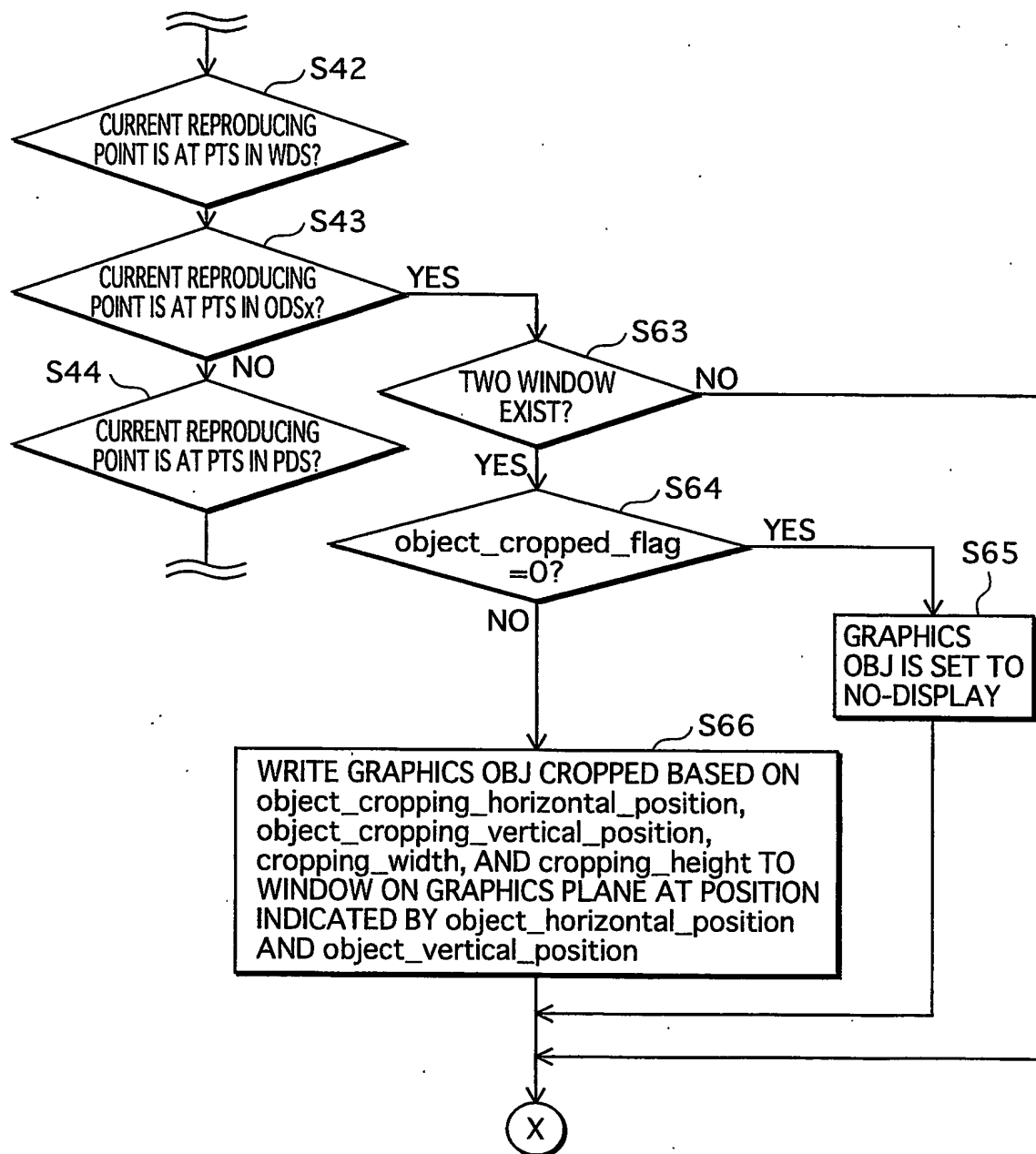


FIG. 39

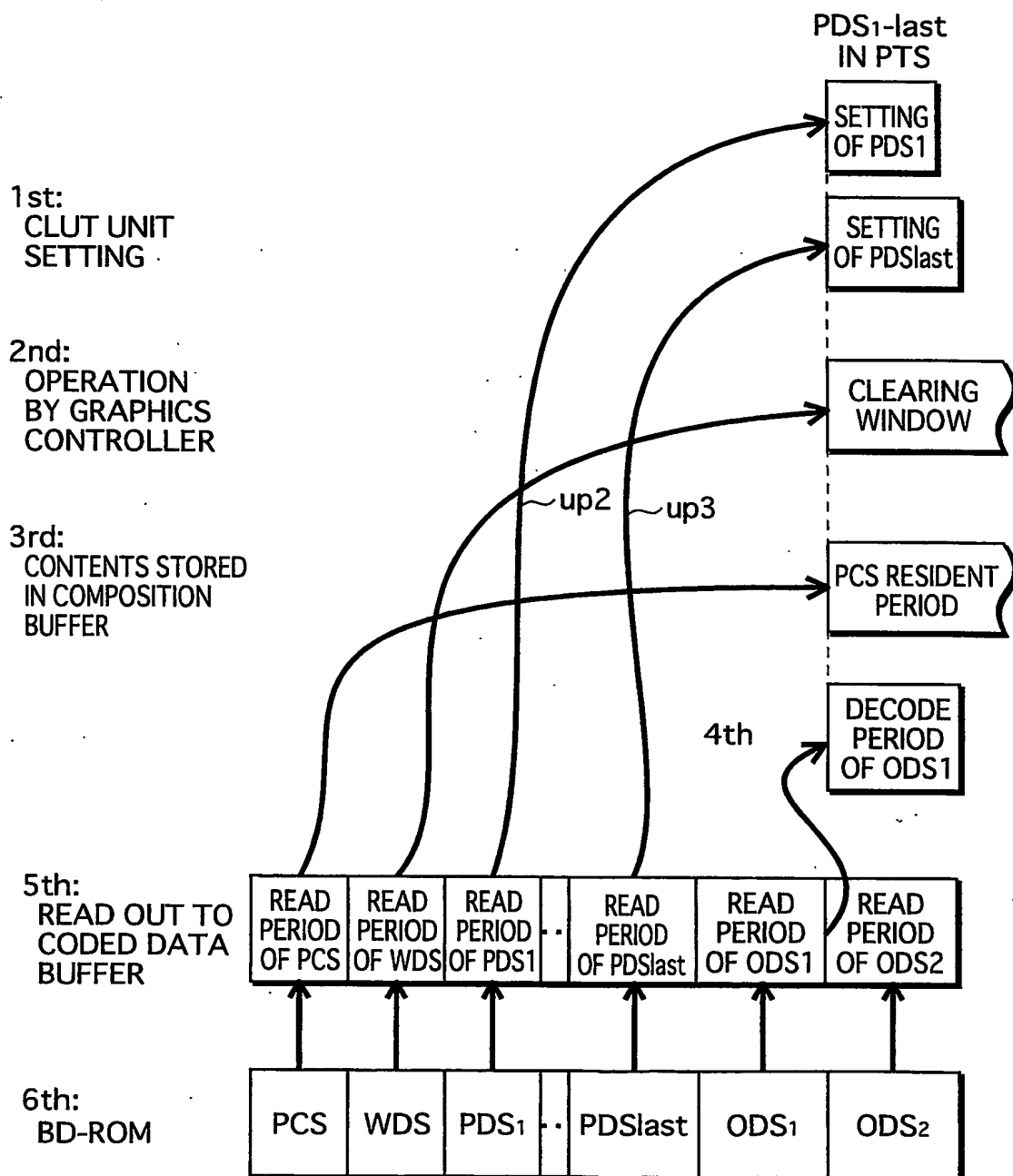
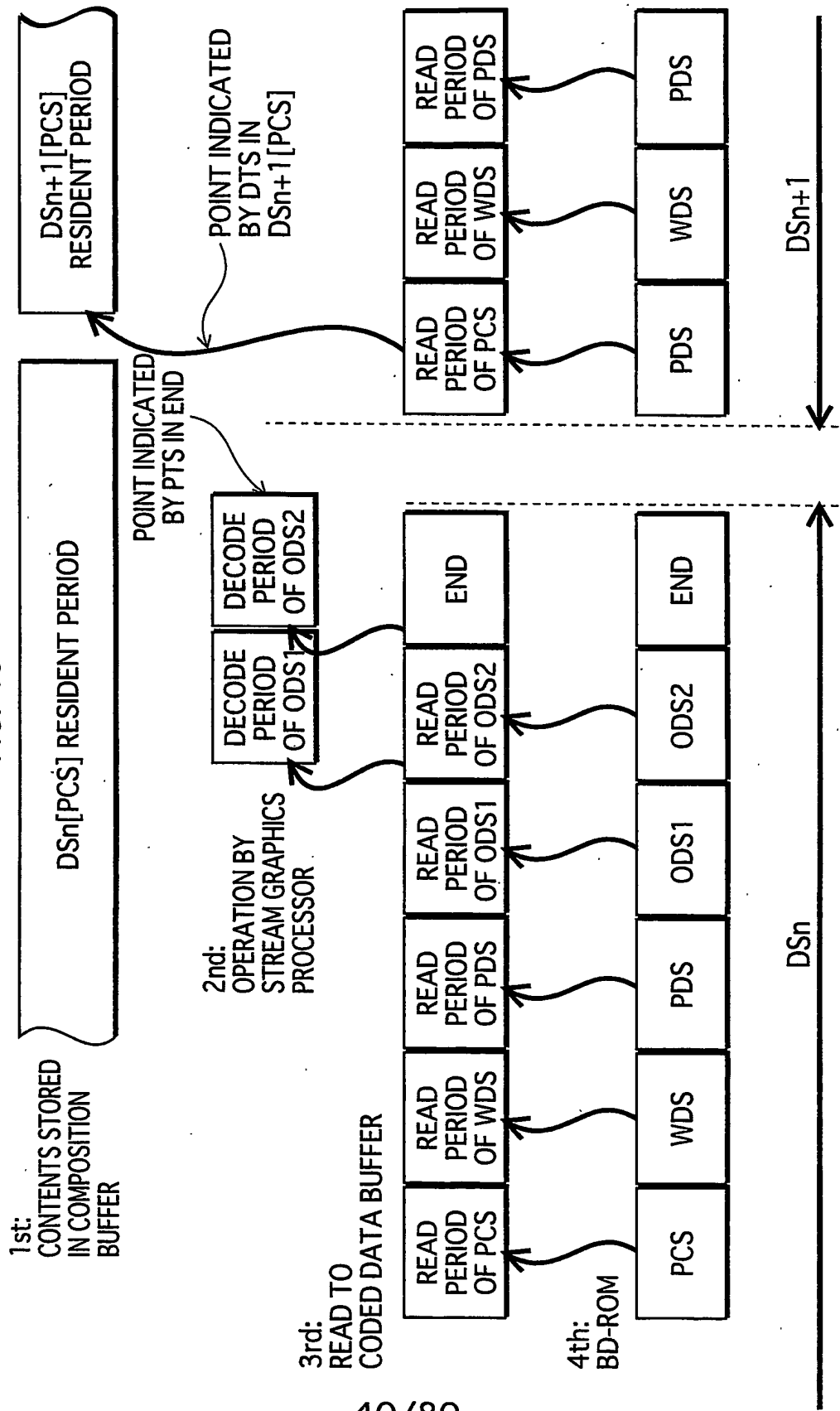


FIG. 40



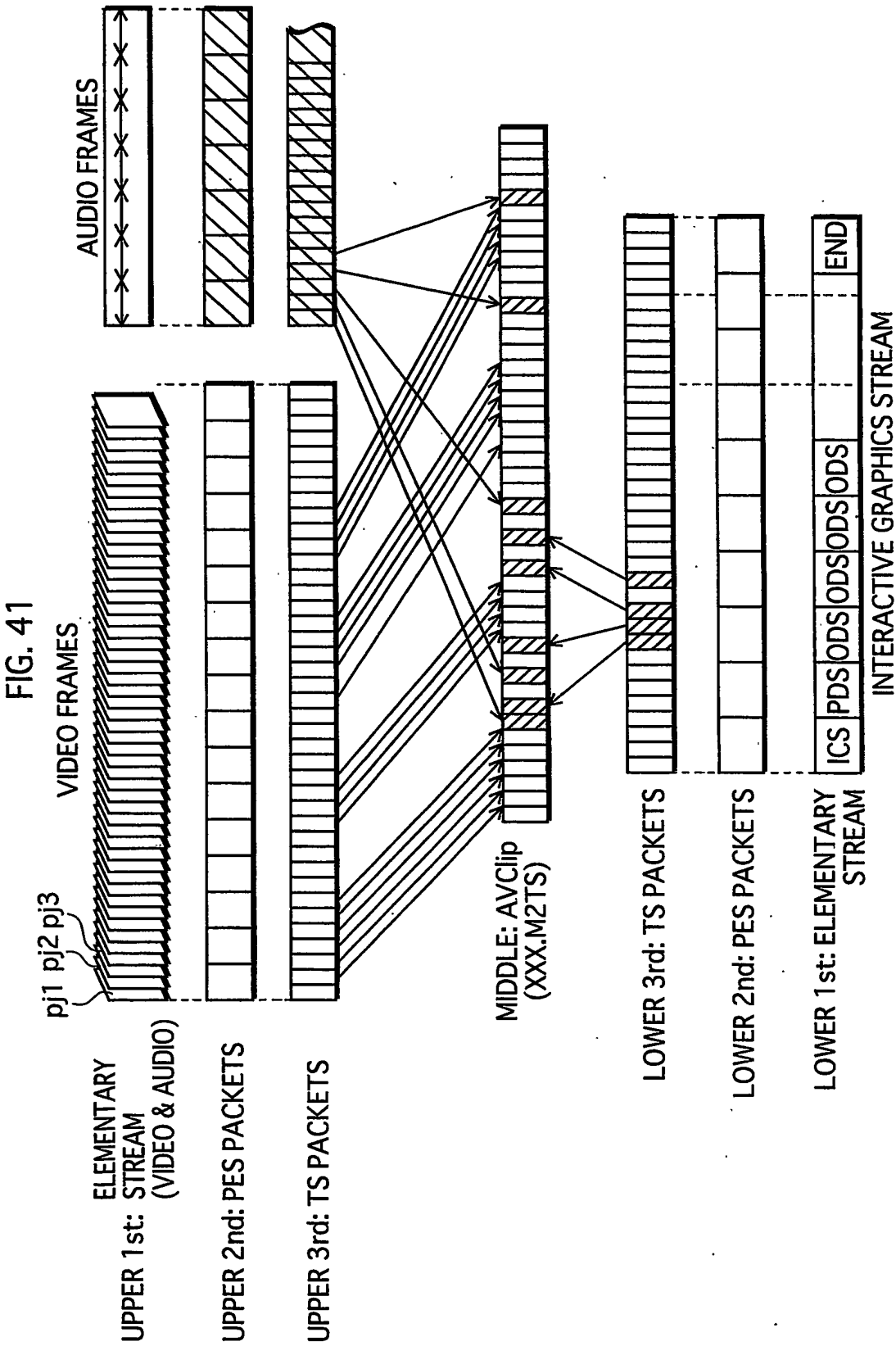


FIG.42A

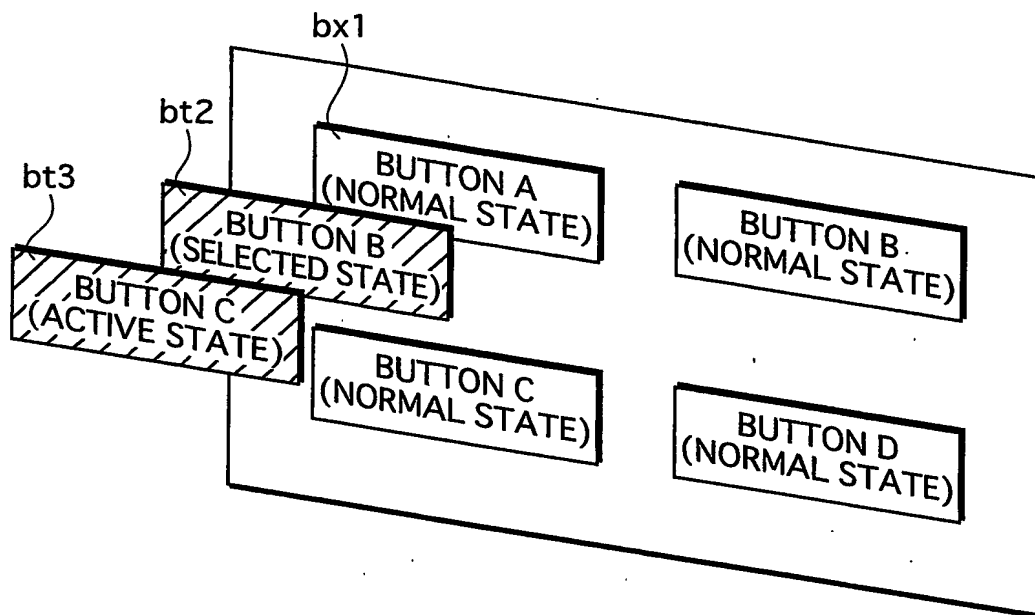


FIG.42B

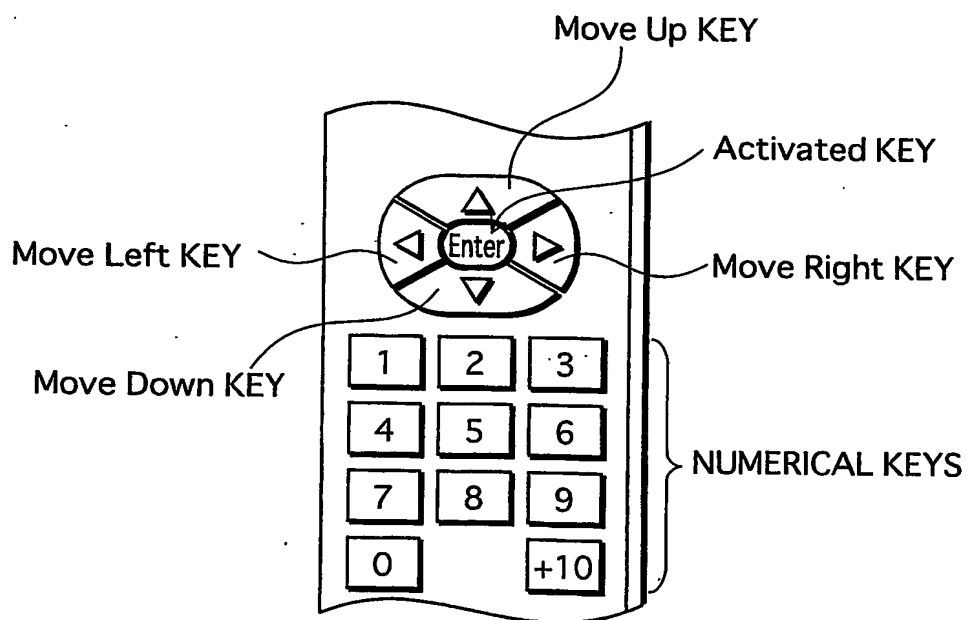
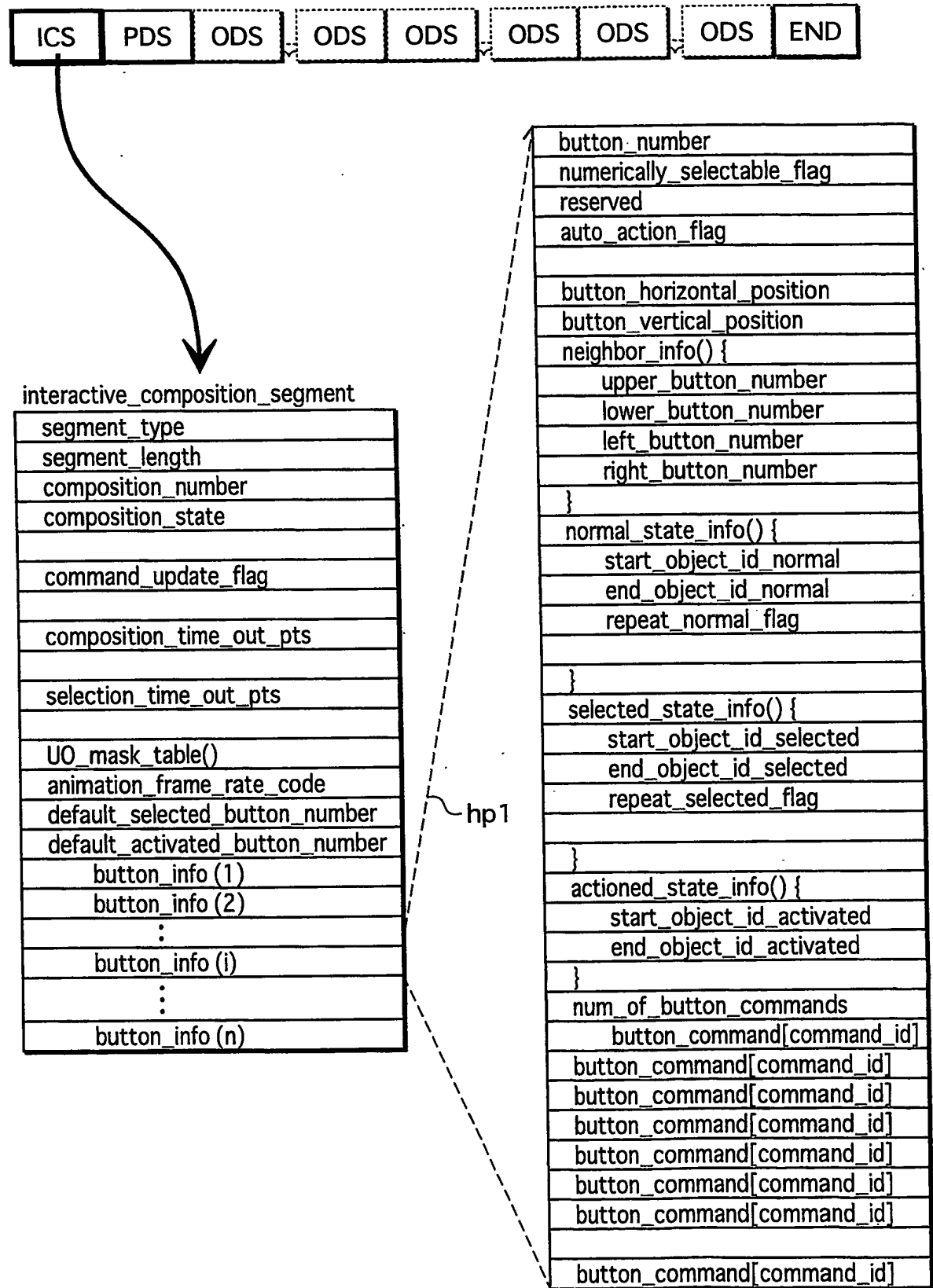
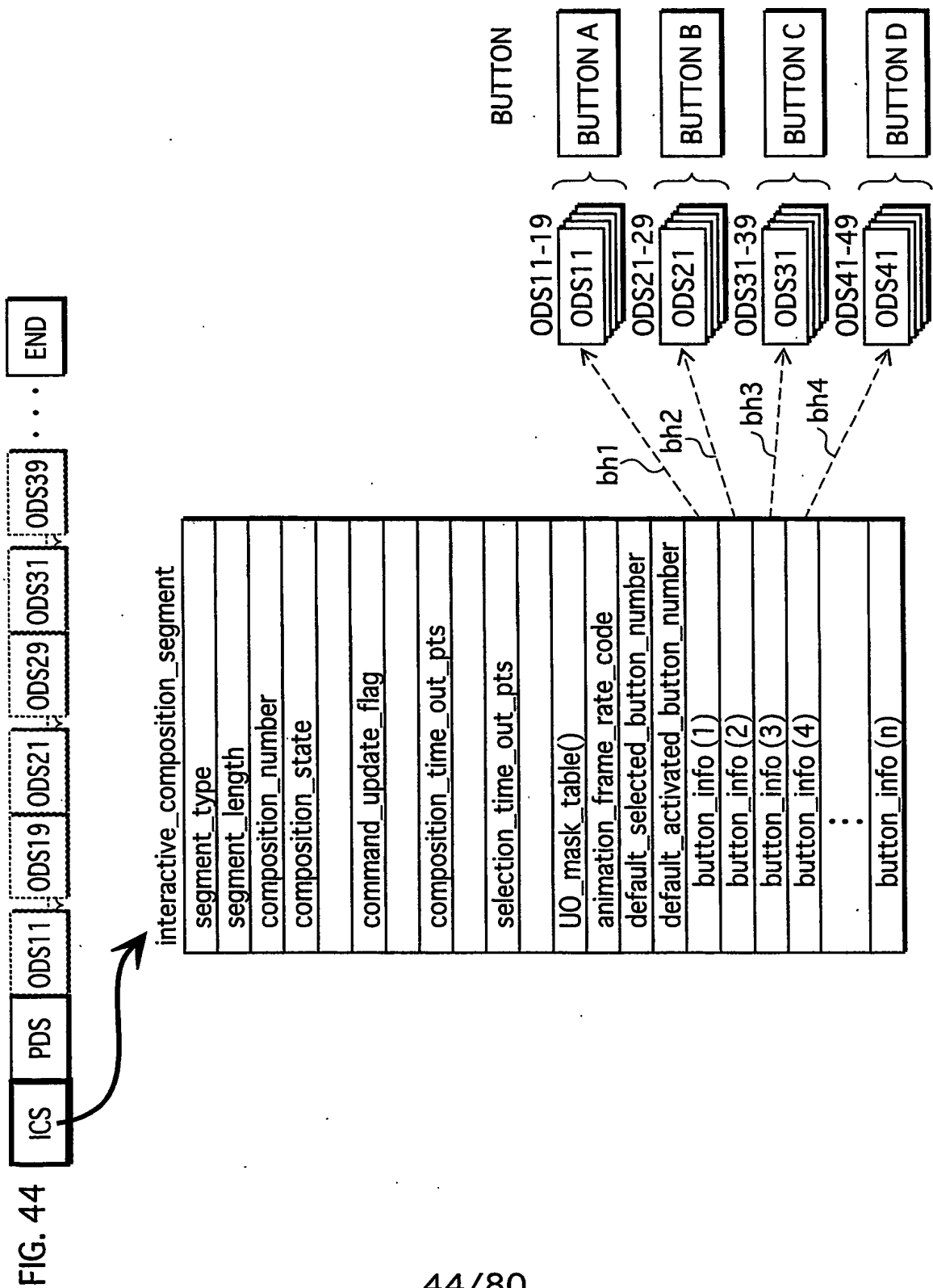


FIG.43





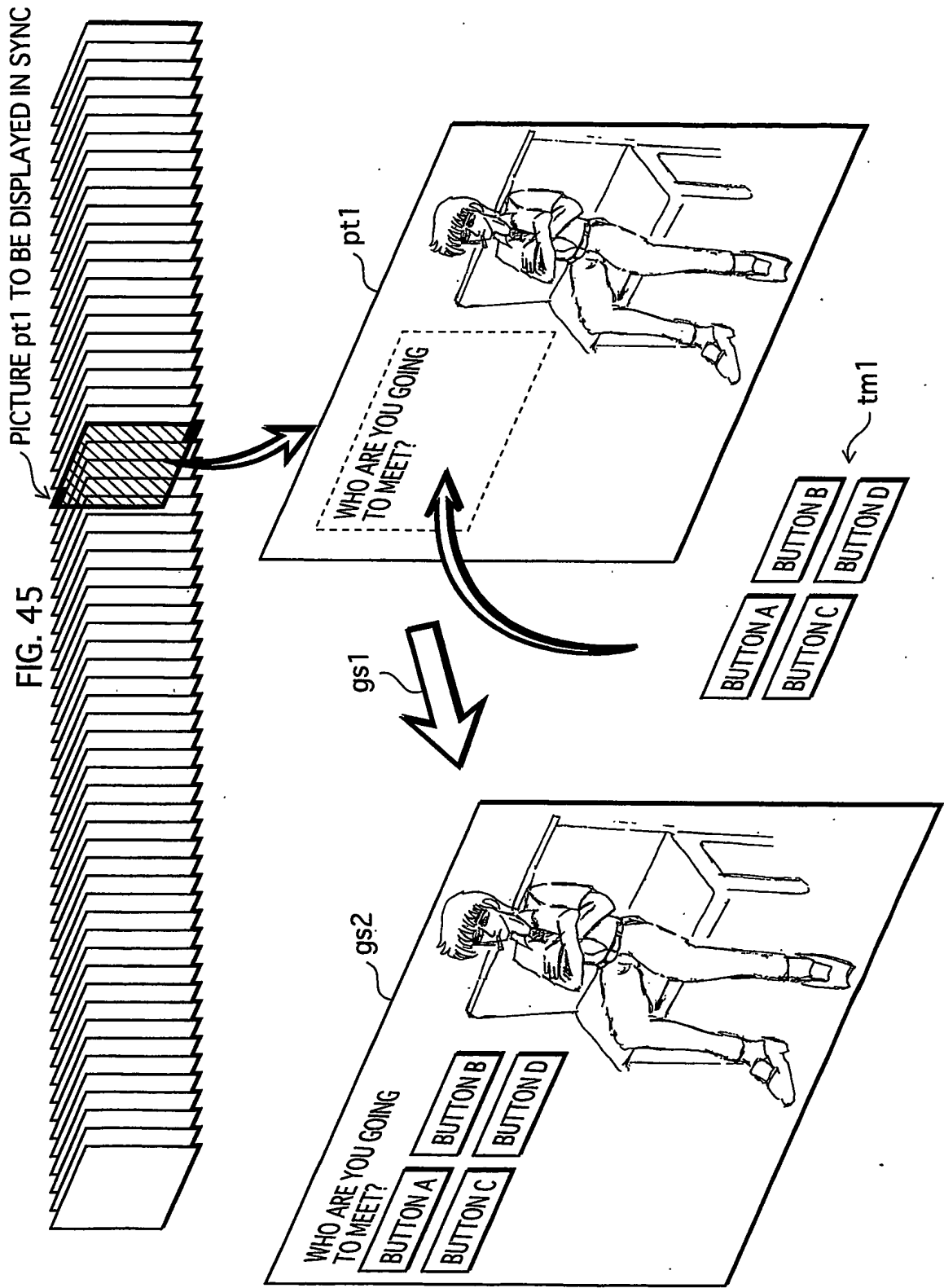
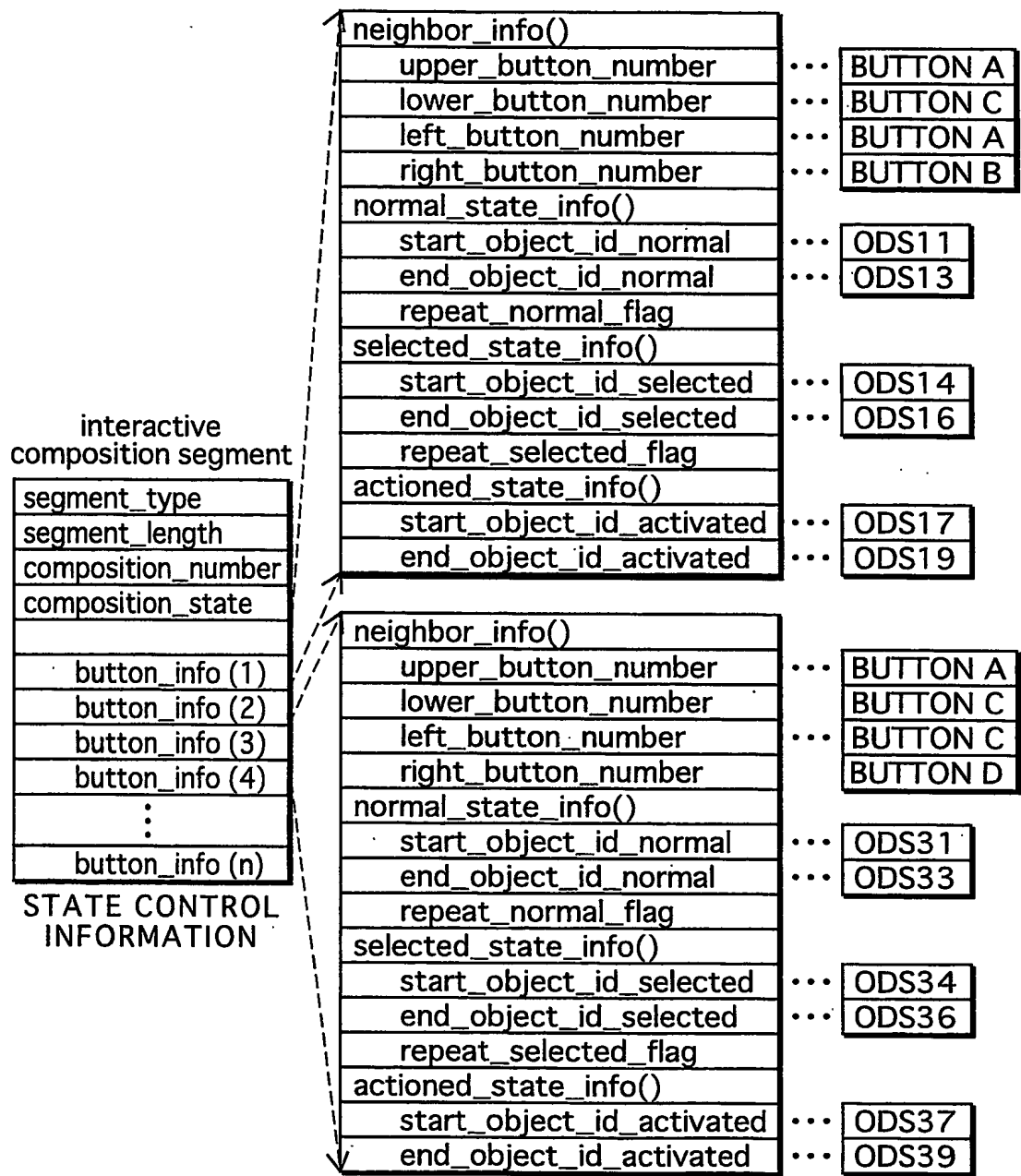


FIG.46



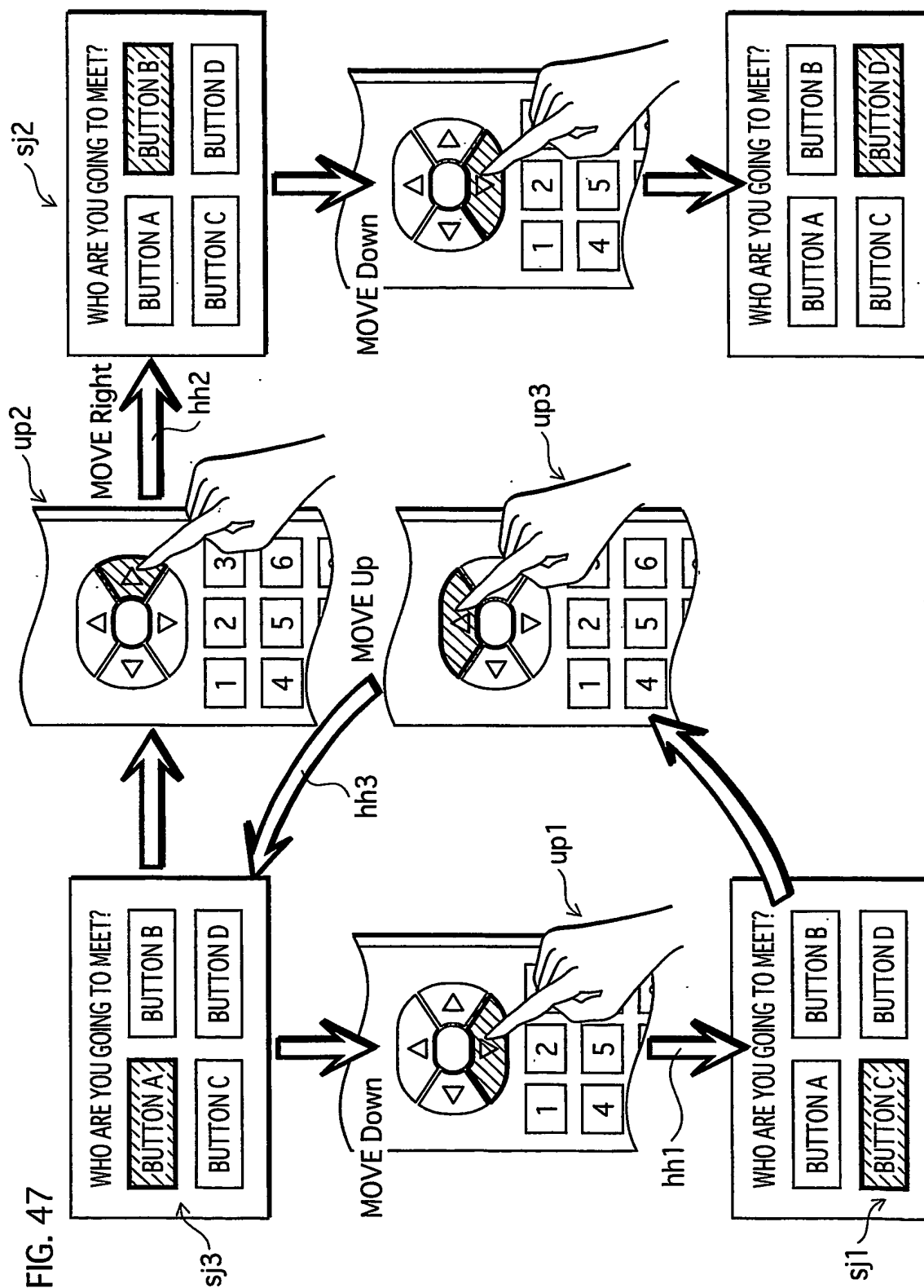


FIG.48

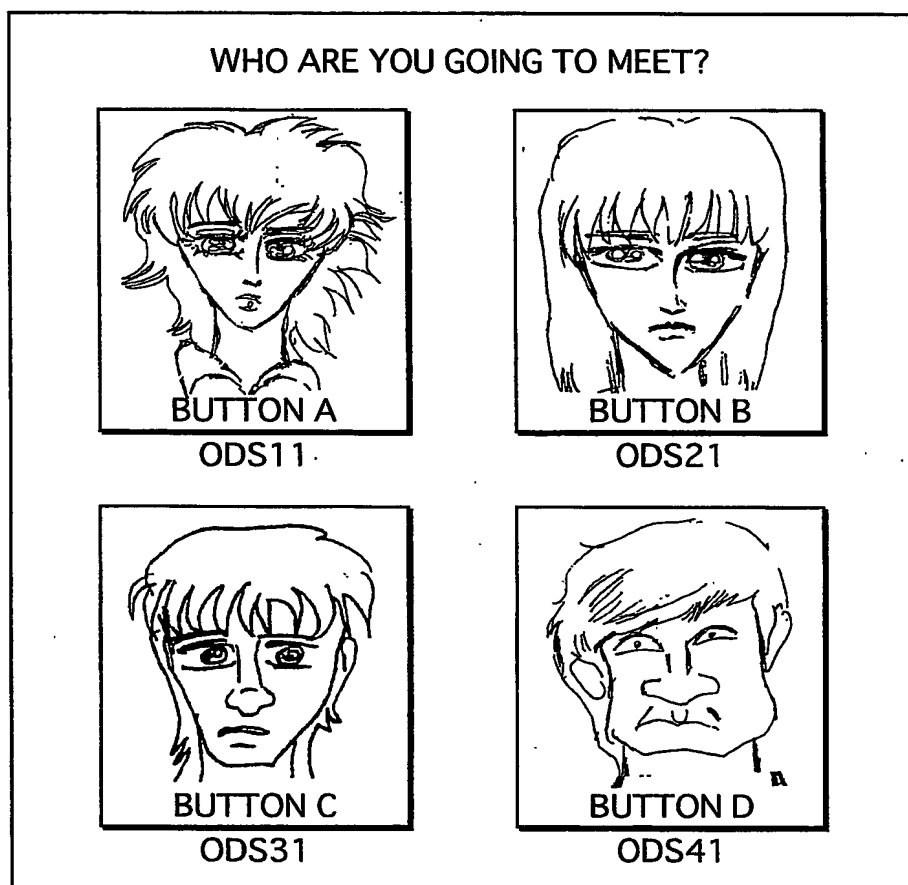


FIG.49

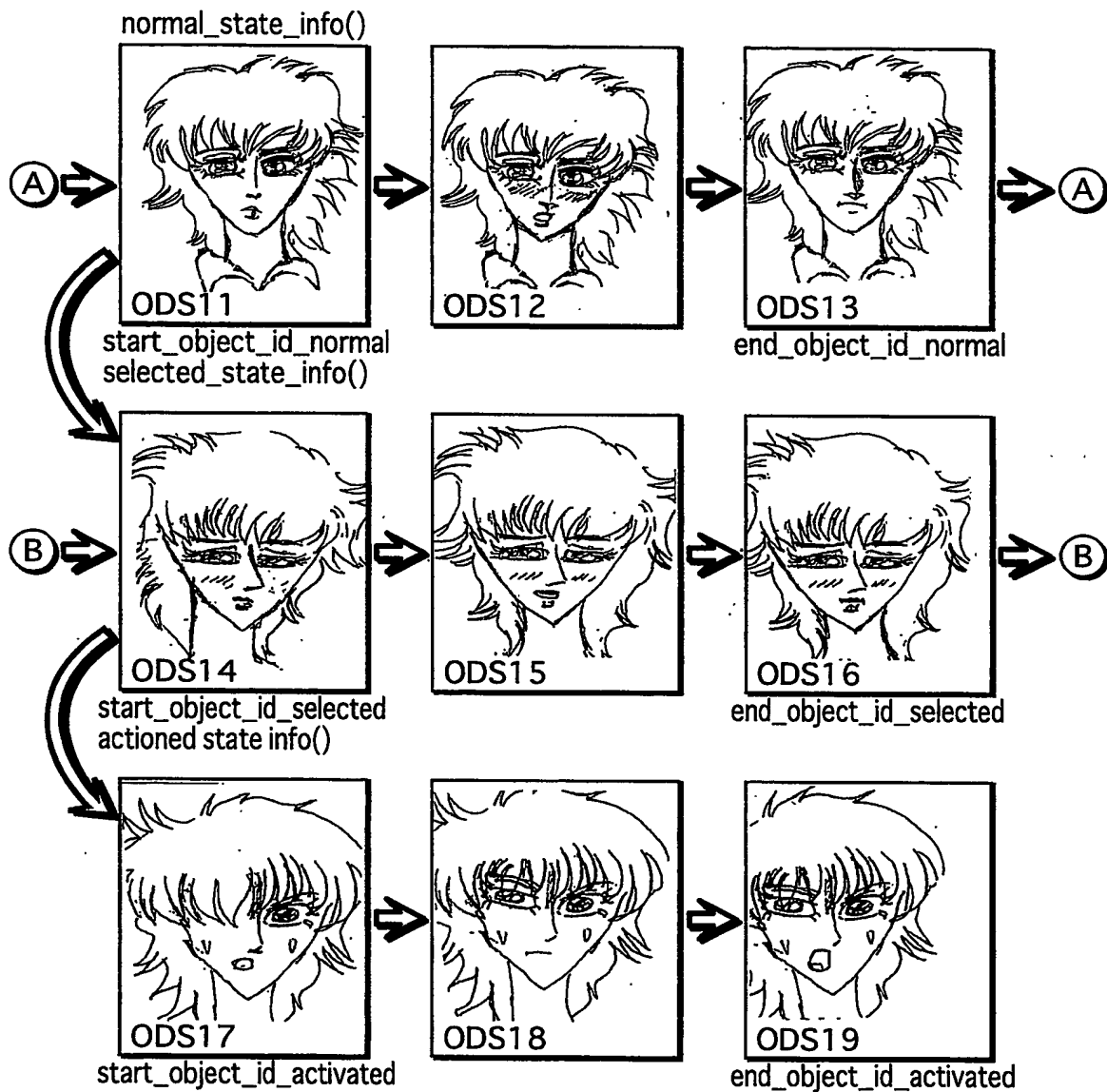


FIG. 50

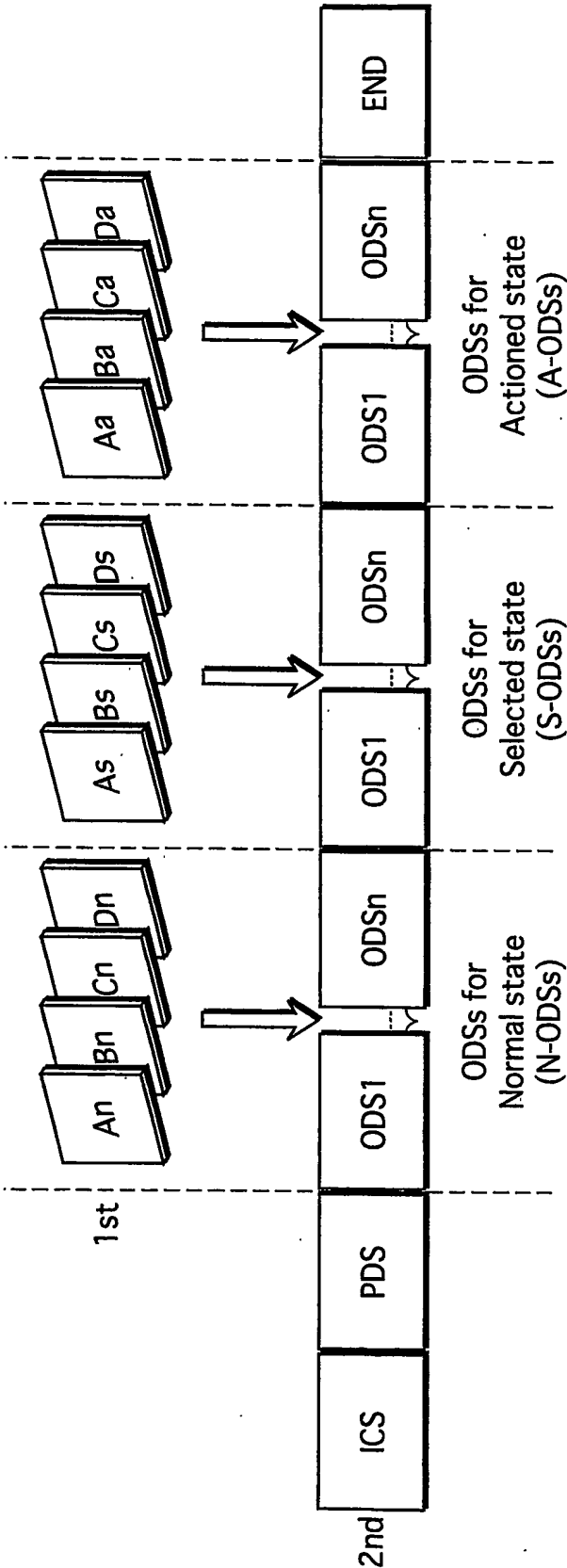
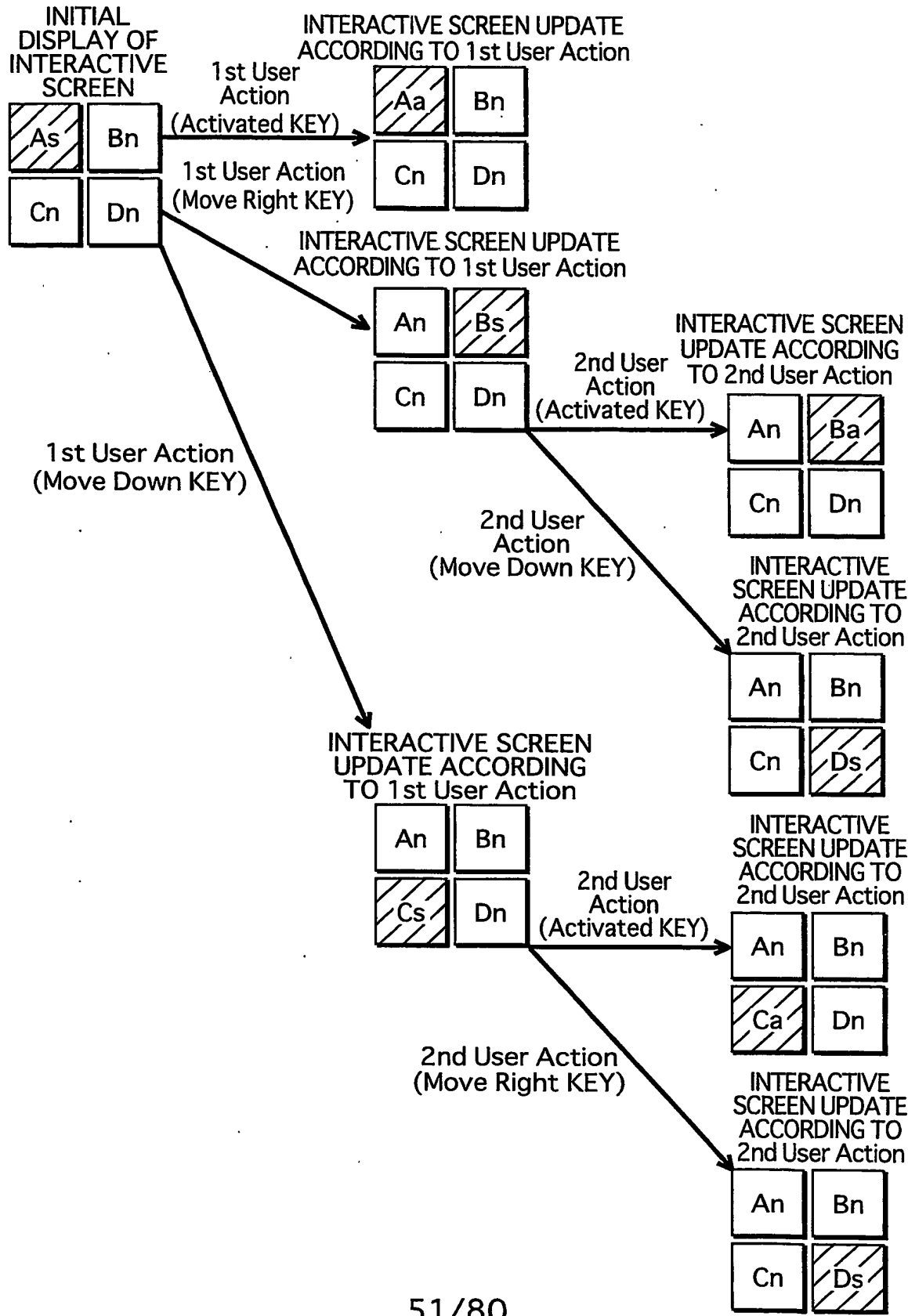


FIG.51



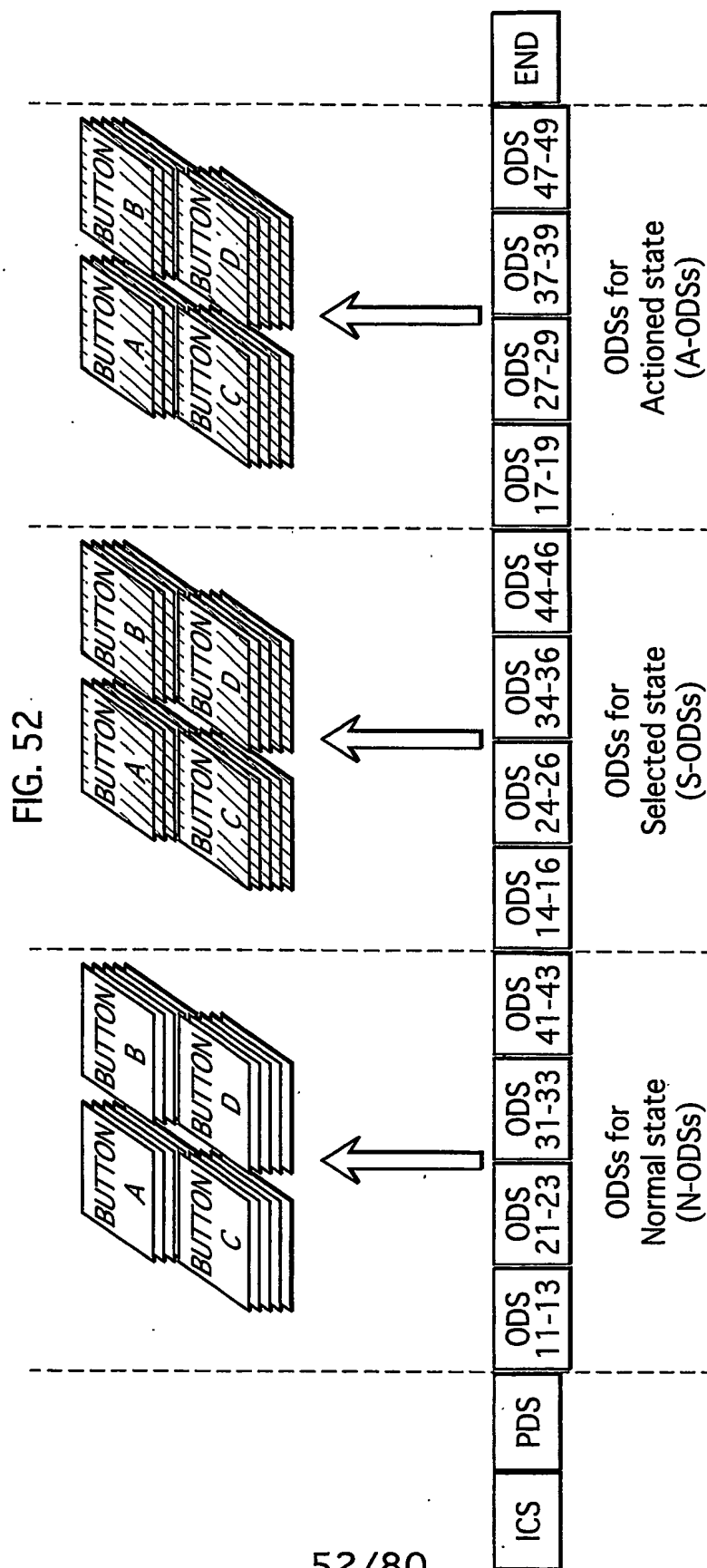


FIG. 53

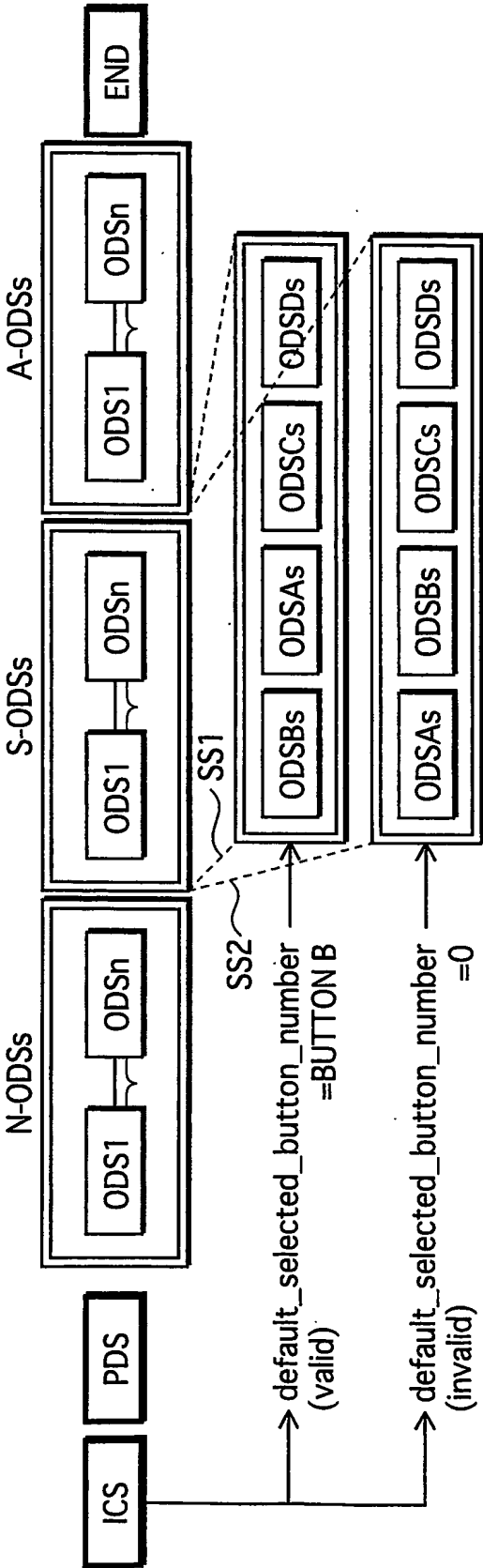


FIG. 54A

default_selected_button_number is indicated

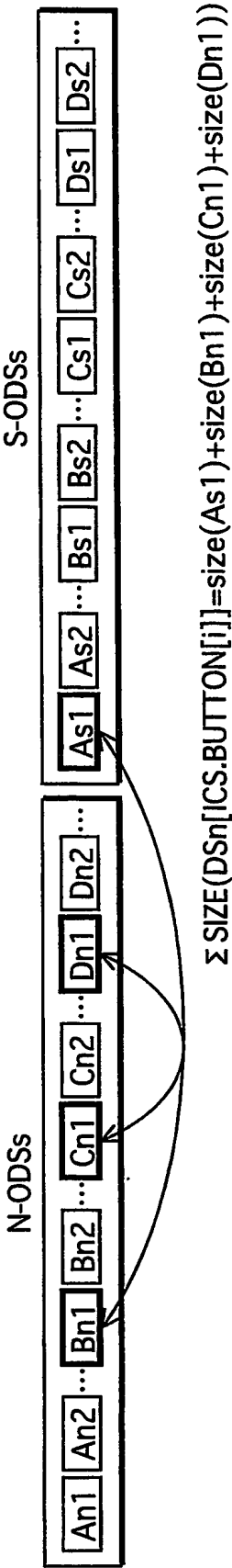


FIG. 54B

default_selected_button_number=0

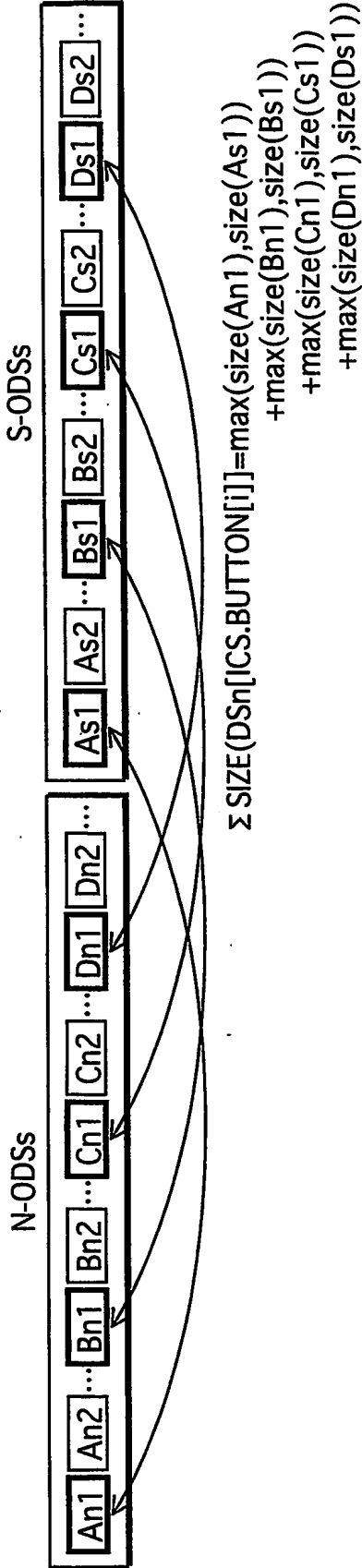
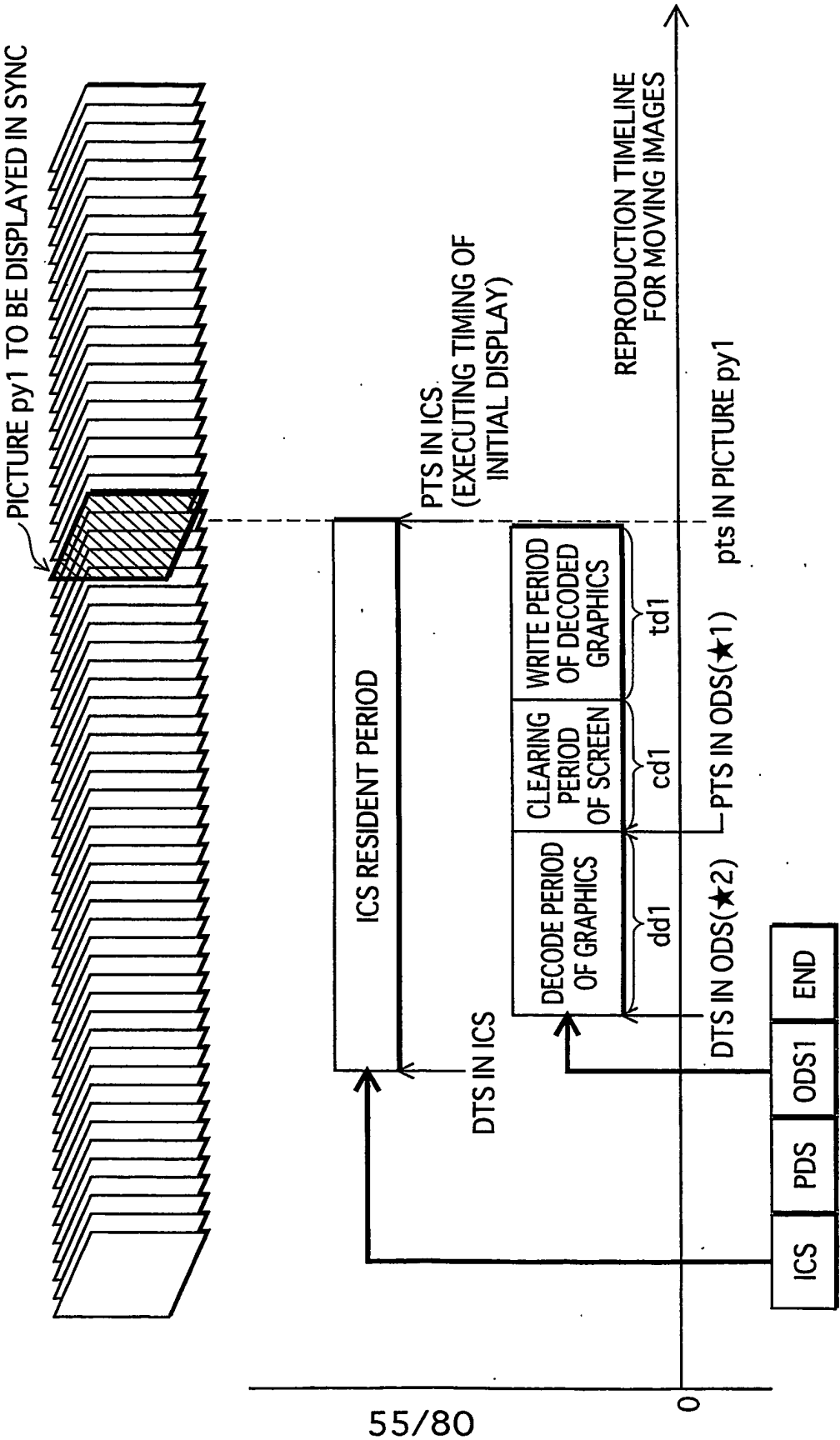


FIG. 55



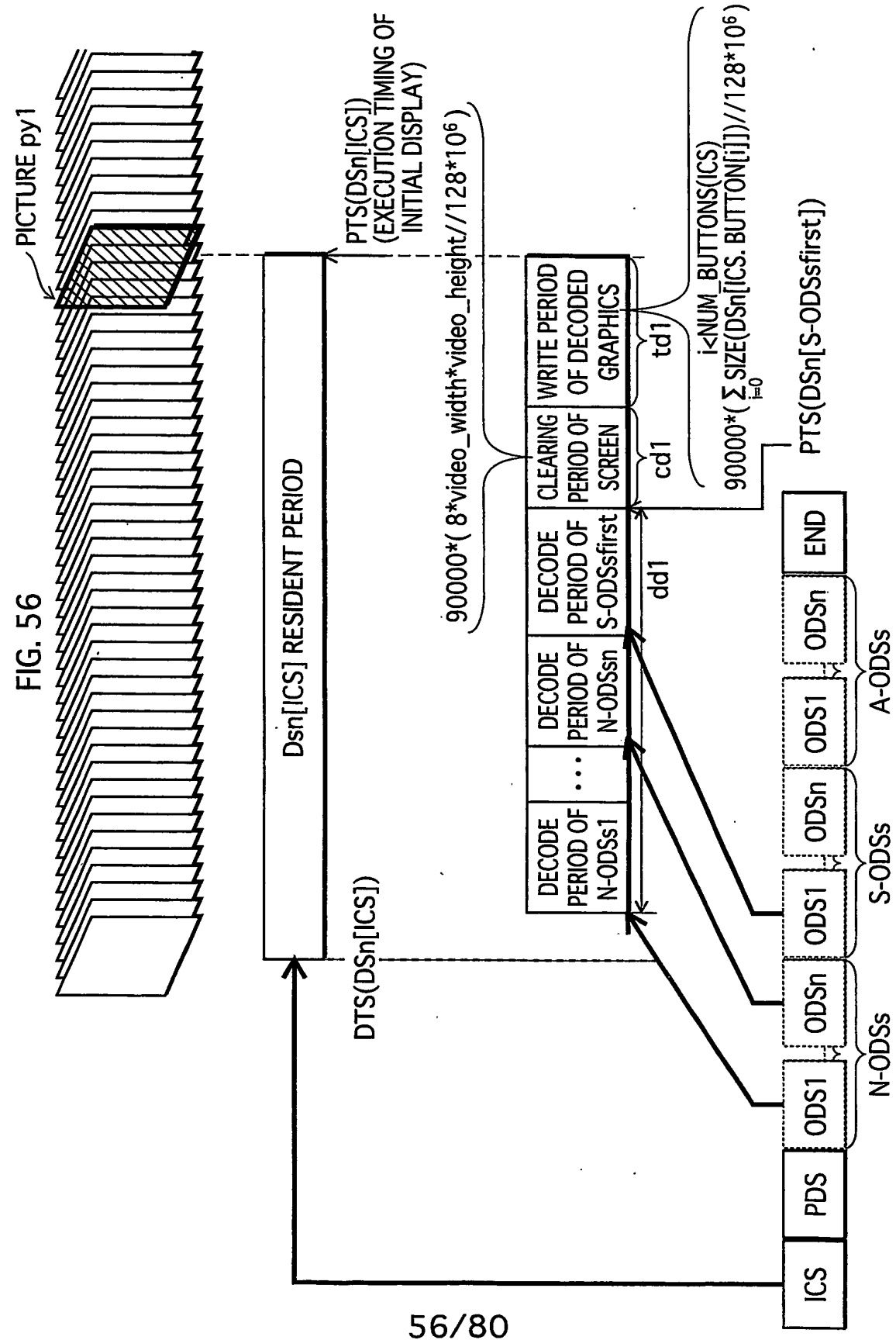


FIG. 57

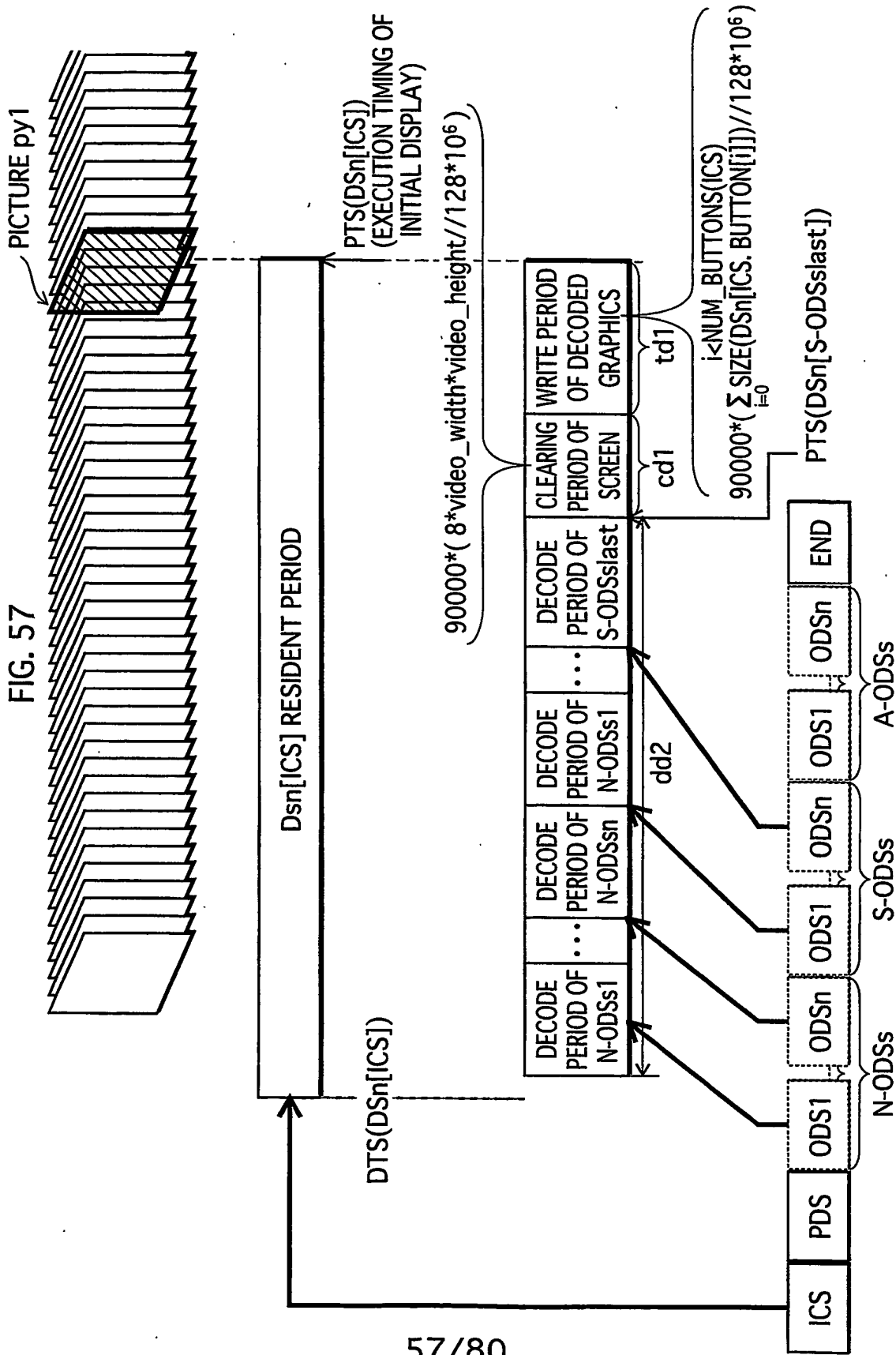


FIG. 58

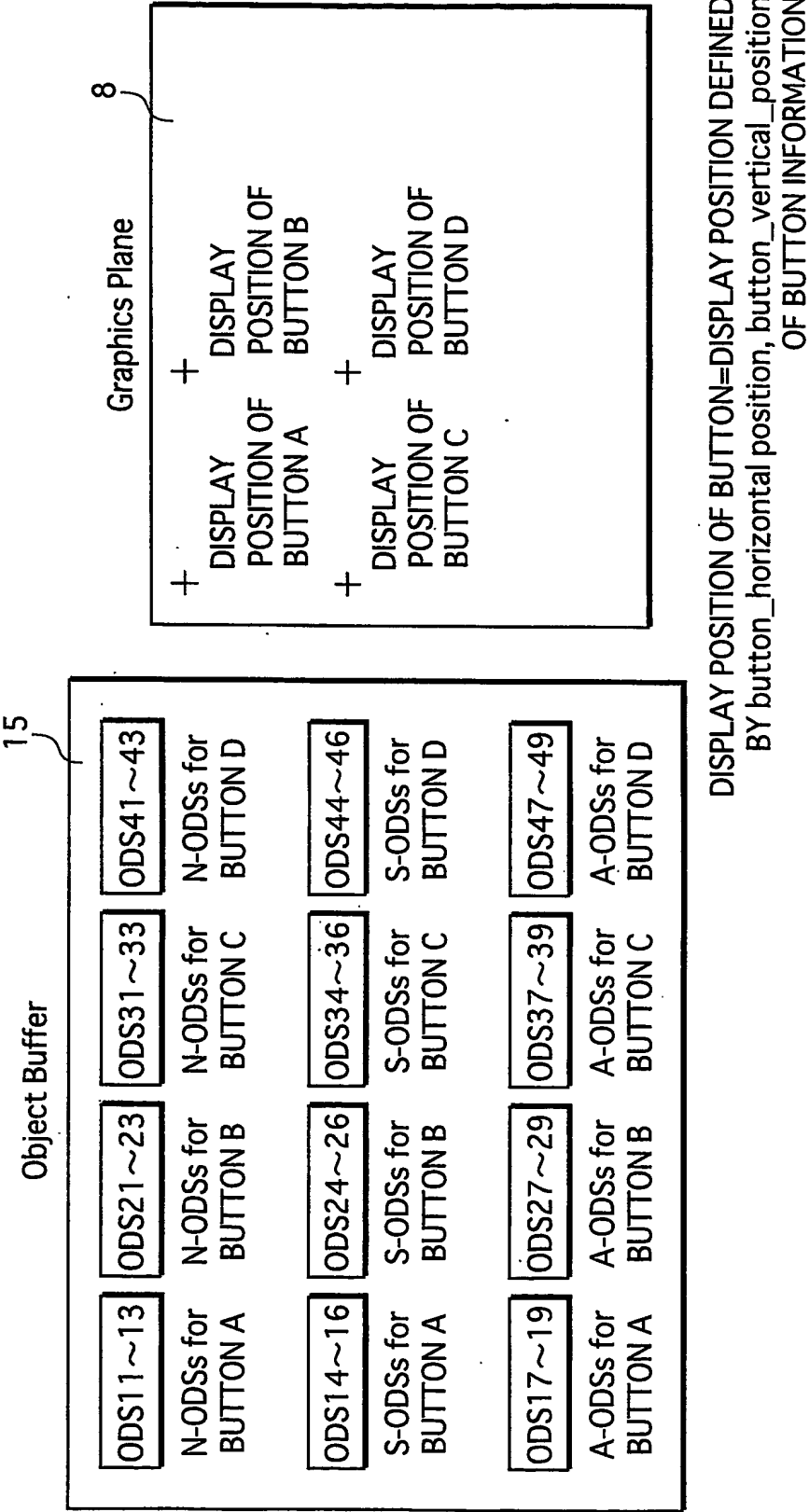
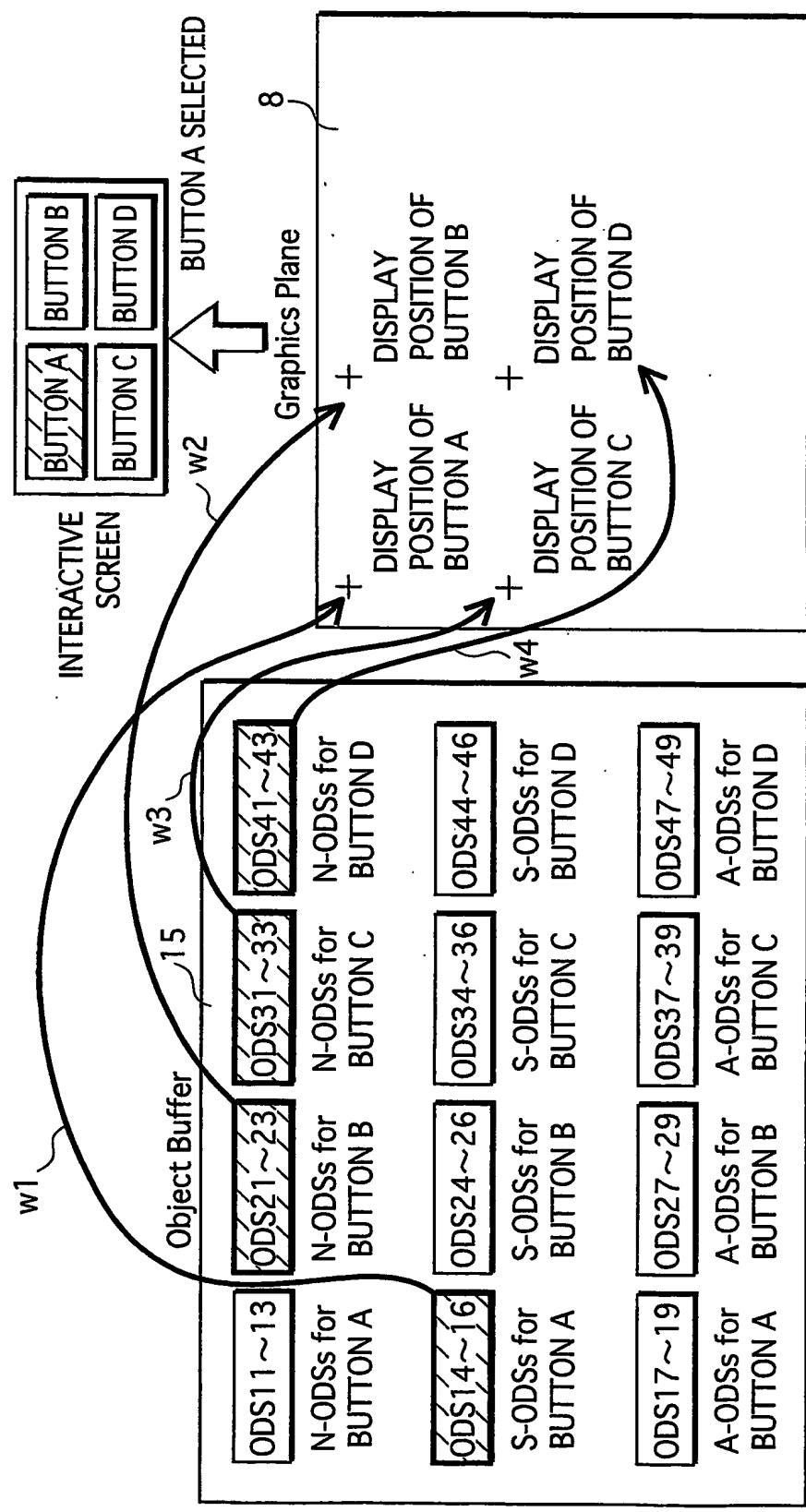


FIG. 59

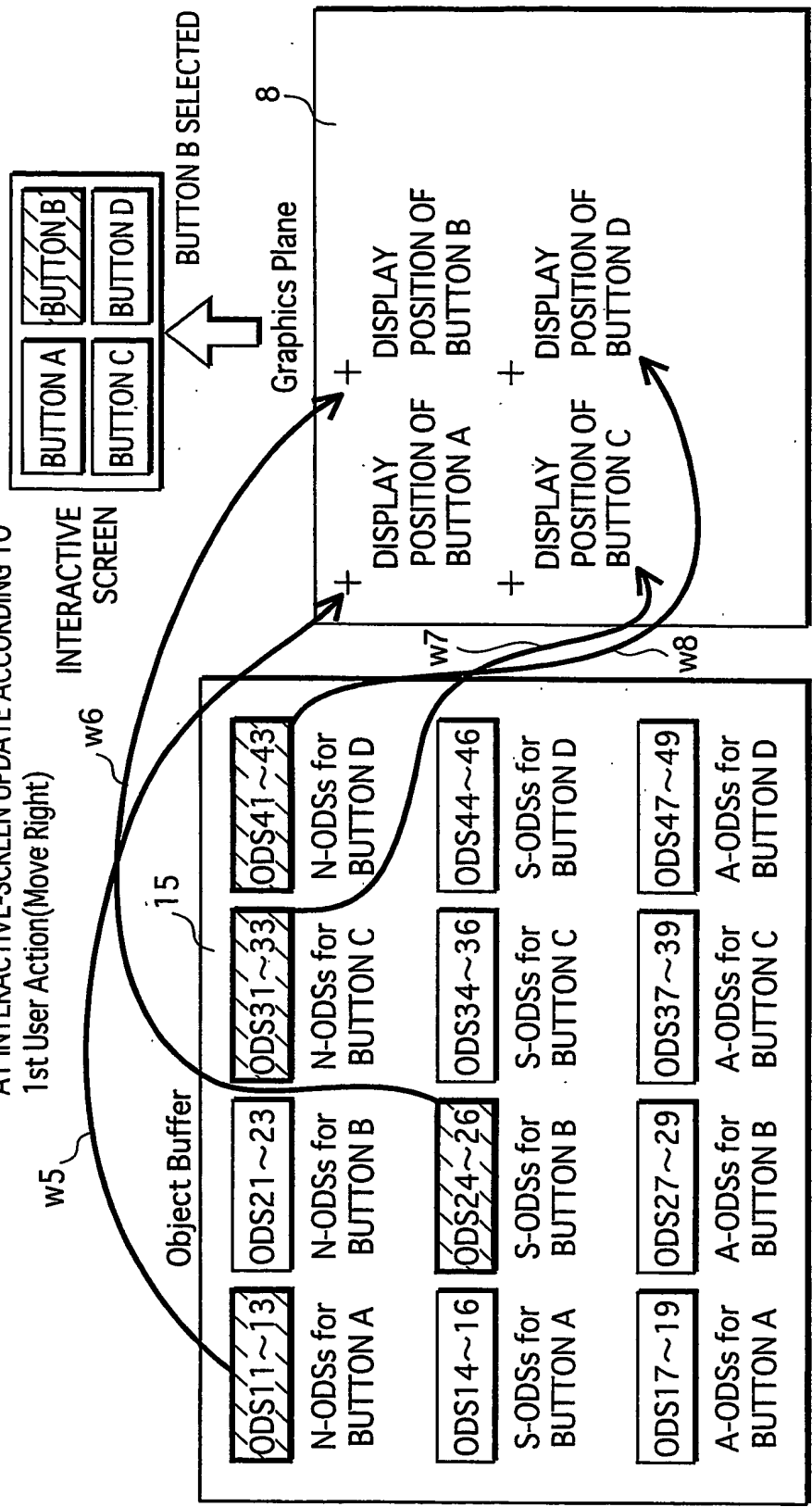
WRITE OPERATION OF Graphics Controller AT INITIAL DISPLAY



DISPLAY POSITION OF BUTTON=DISPLAY POSITION DEFINED BY button_horizontal position, button_vertical_position OF BUTTON INFORMATION

FIG. 60

WRITE OPERATION OF Graphics Controller
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO
1st User Action(Move Right)



DISPLAY POSITION OF BUTTON=DISPLAY POSITION DEFINED
BY button_horizontal position, button_vertical_position
OF BUTTON INFORMATION

FIG. 61

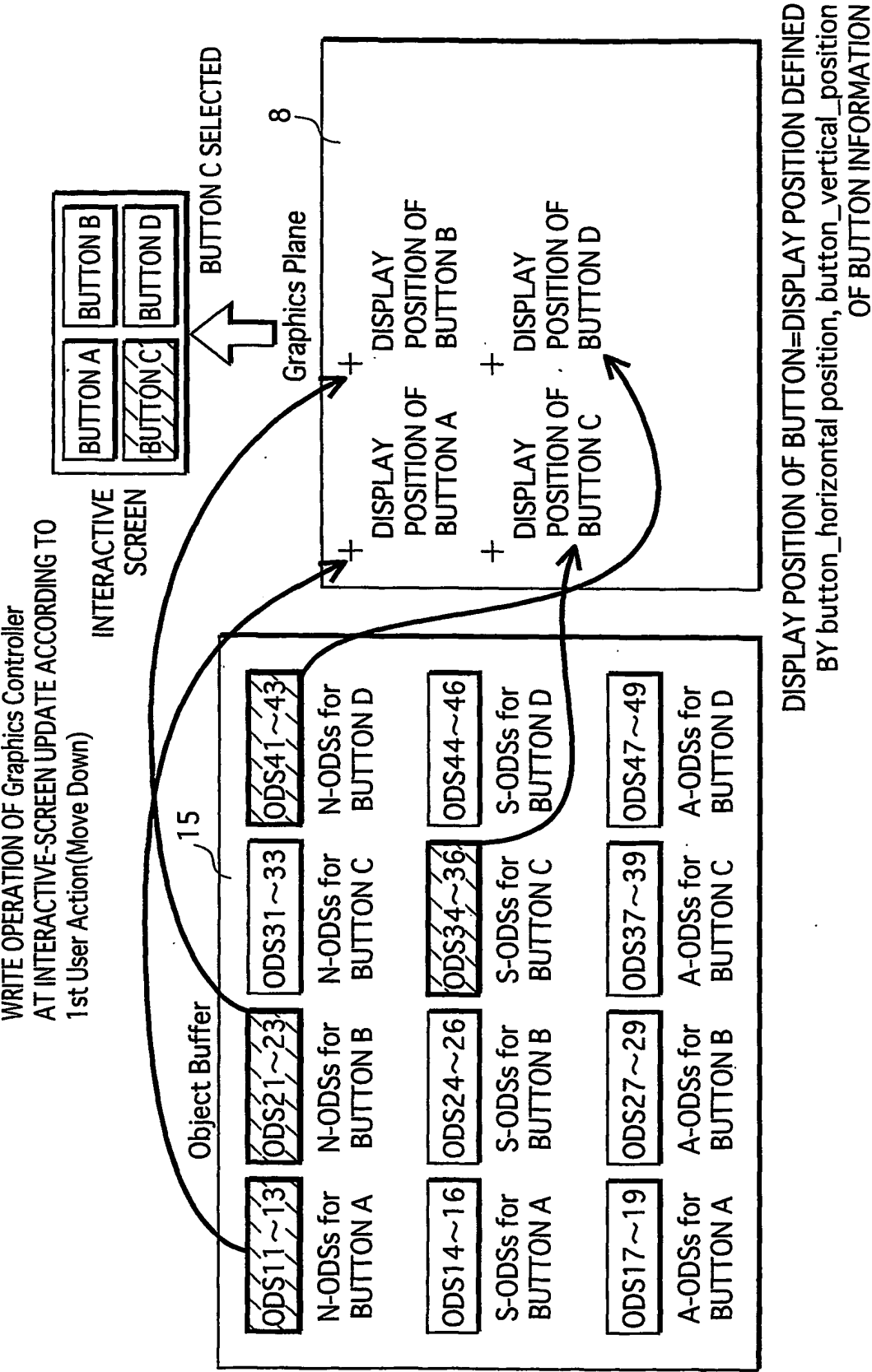
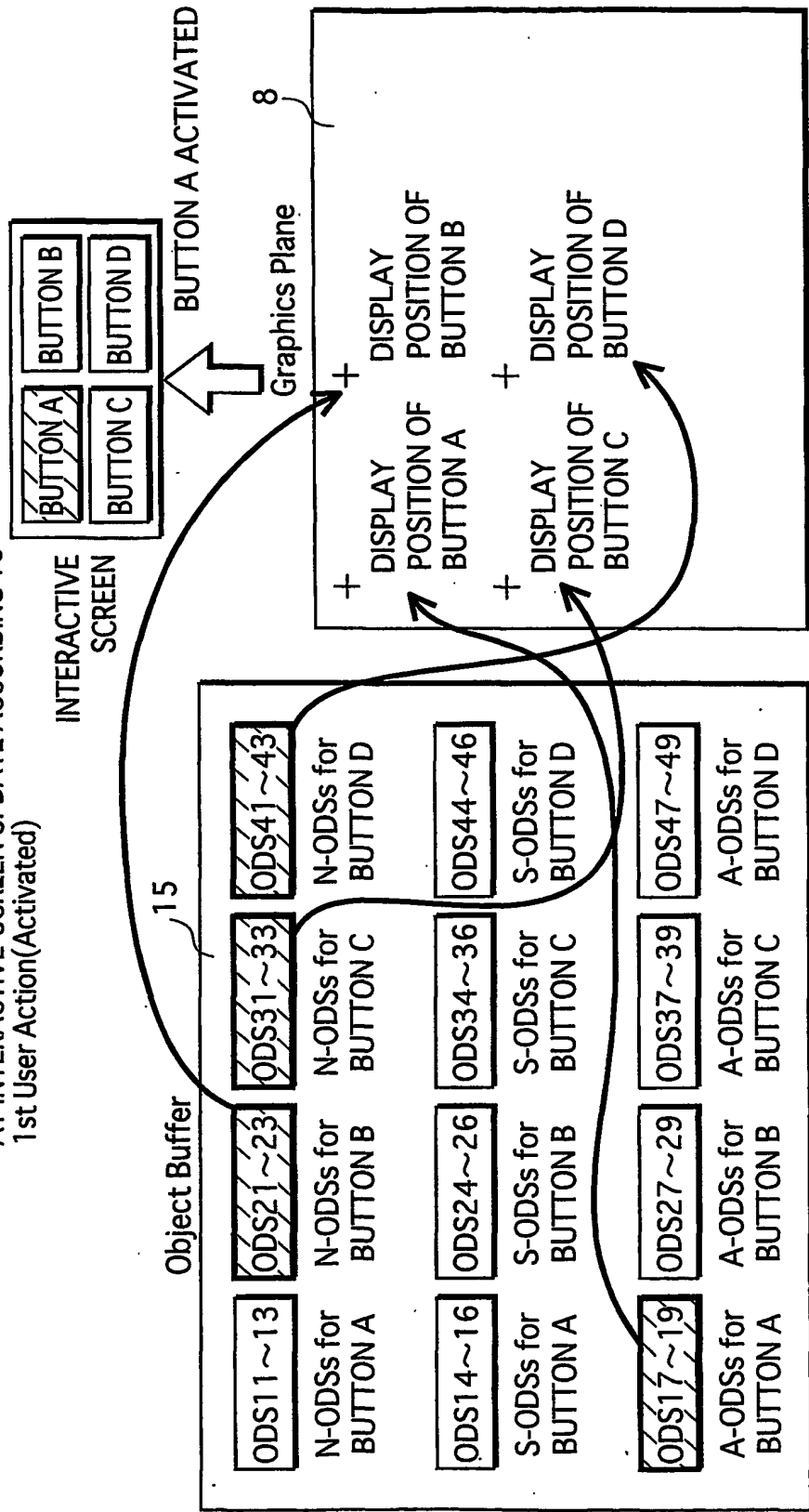


FIG. 62

WRITE OPERATION OF Graphics Controller
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO
1st User Action(Activated)



DISPLAY POSITION OF BUTTON=DISPLAY POSITION DEFINED
BY button_horizontal position, button_vertical_position
OF BUTTON INFORMATION

FIG. 64
A CASE WHERE DEFAULT SELECTED
BUTTON HAS NOT BEEN DETERMINED

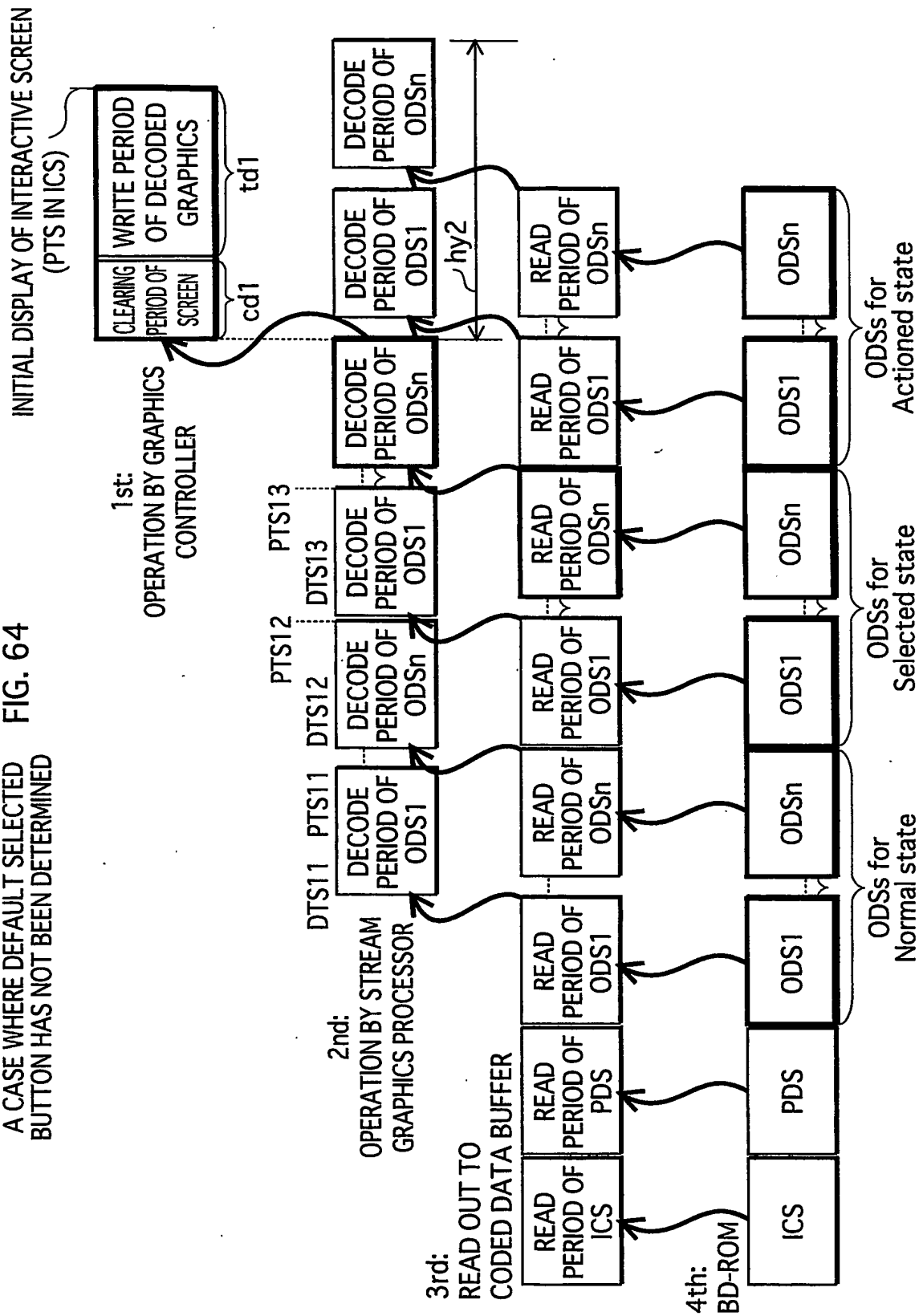
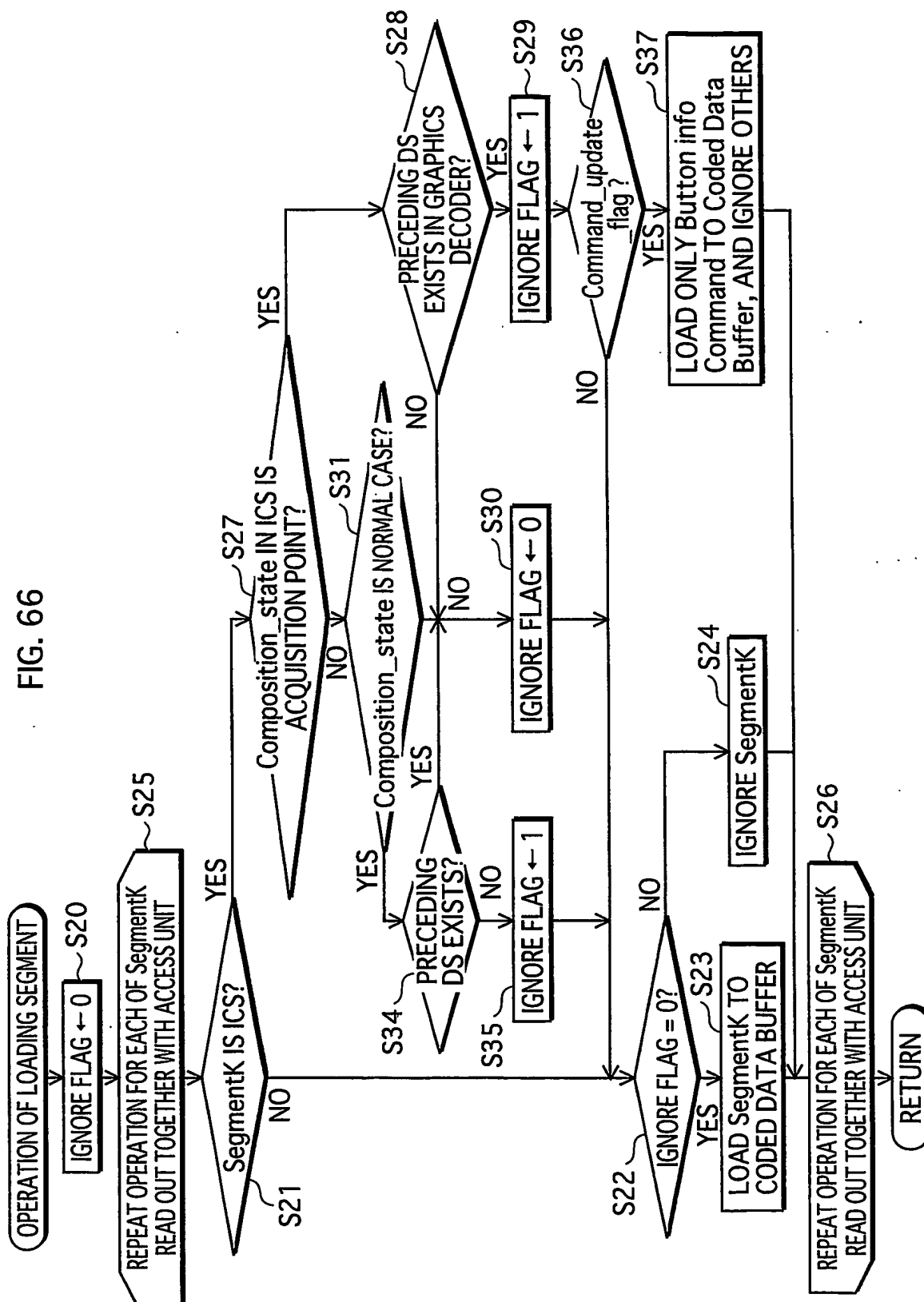


FIG. 66



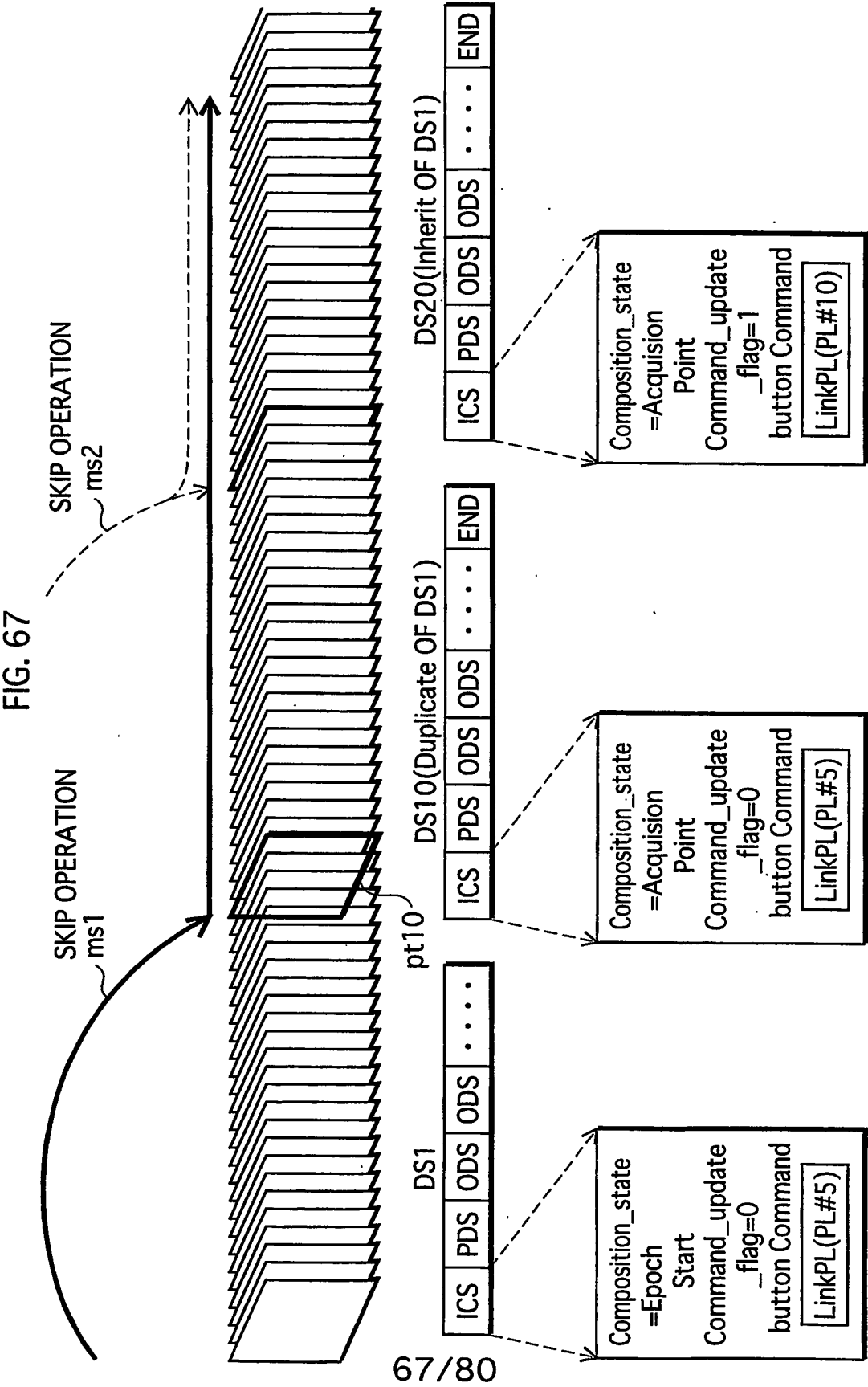


FIG. 68

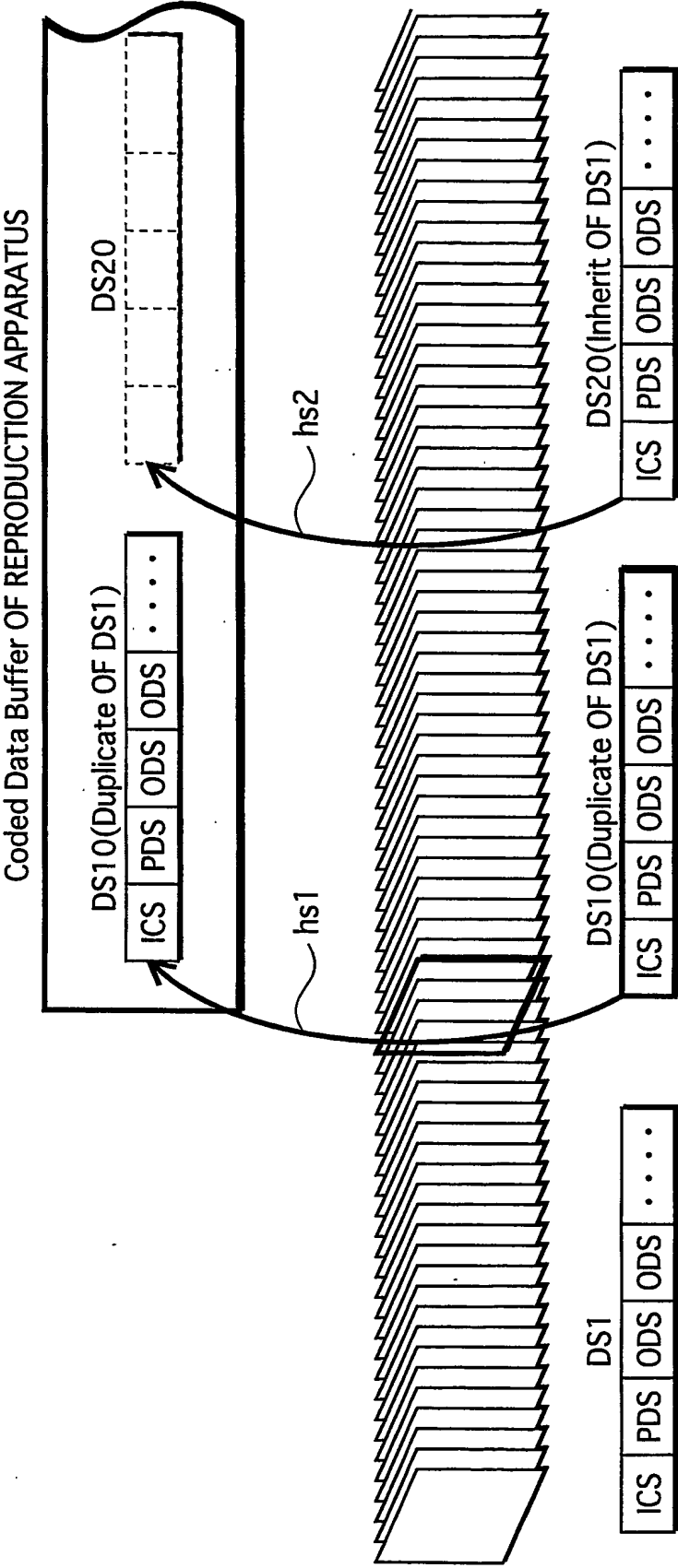


FIG. 69

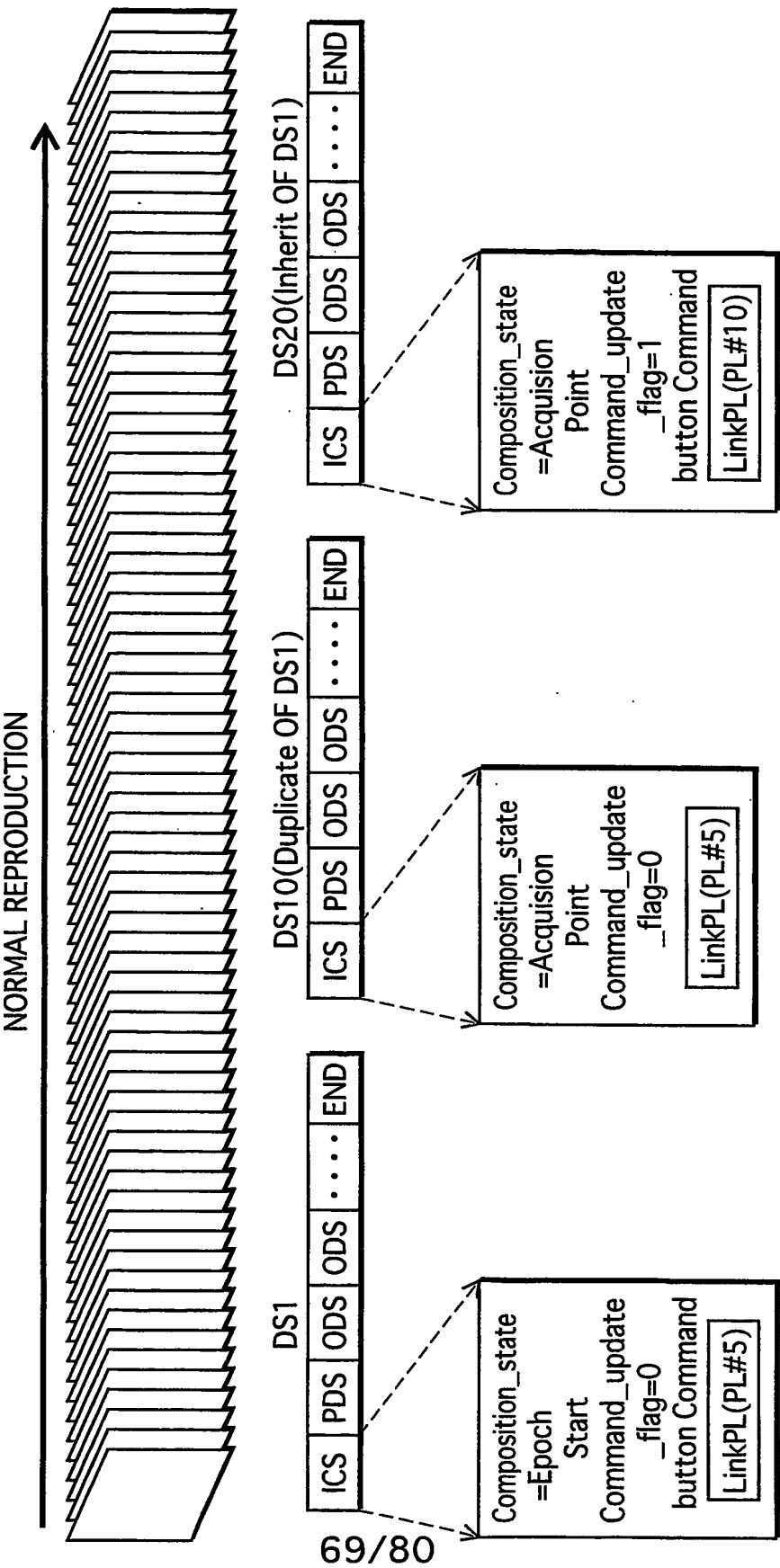


FIG. 70
Coded Data Buffer of REPRODUCTION APPARATUS

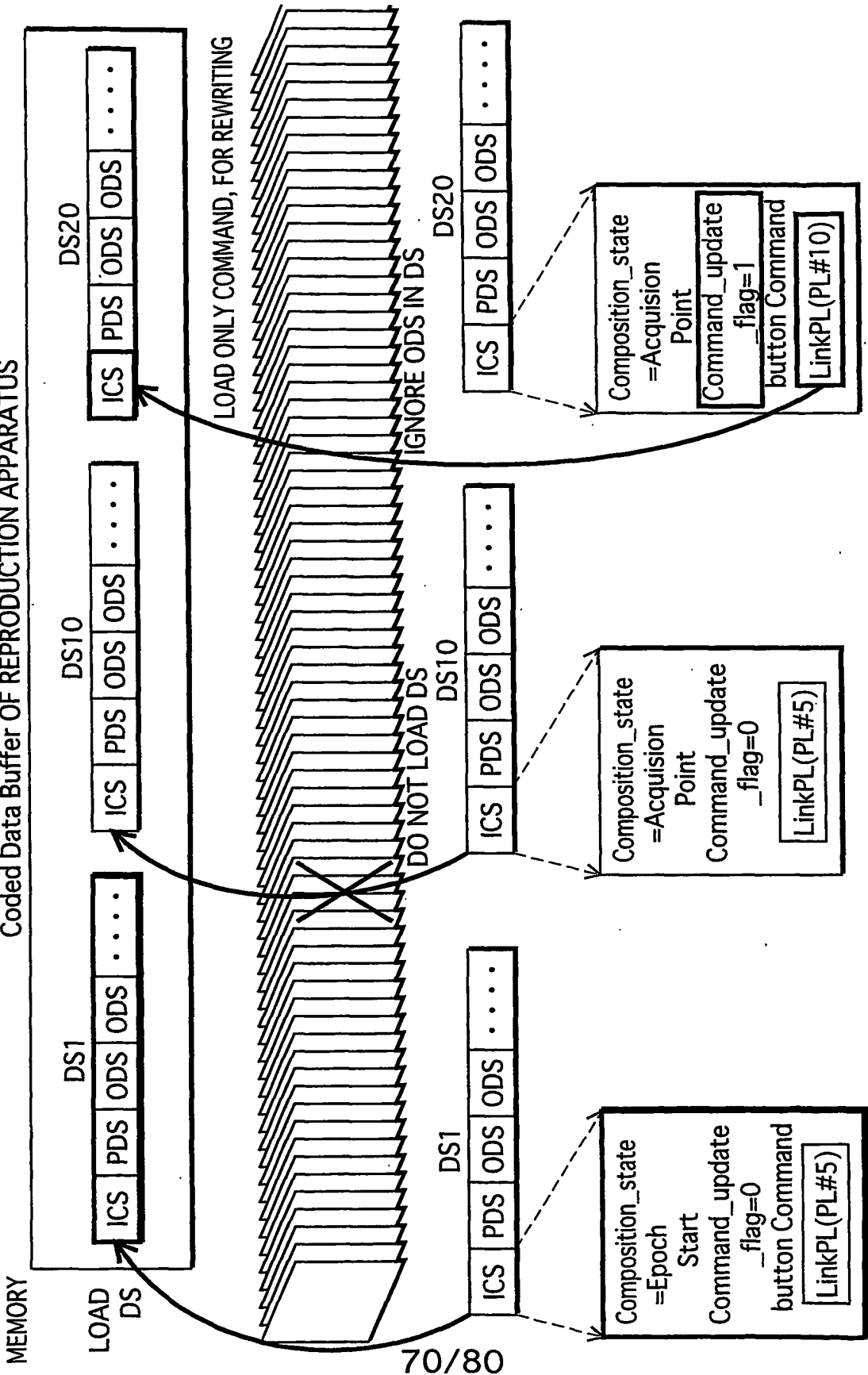


FIG.71

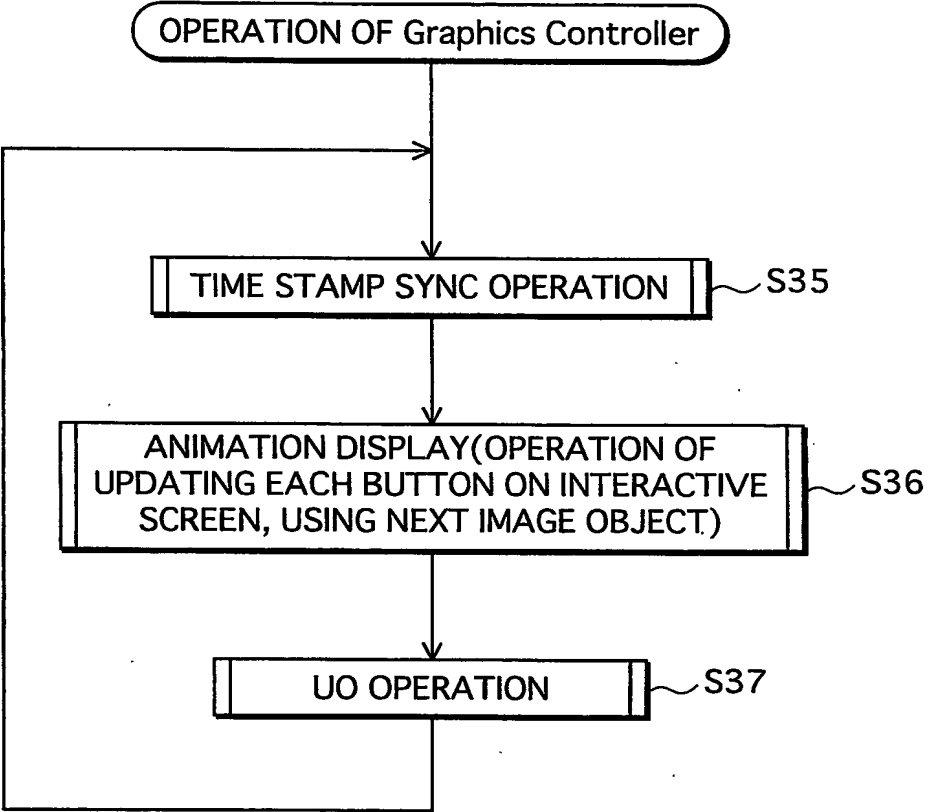


FIG.72

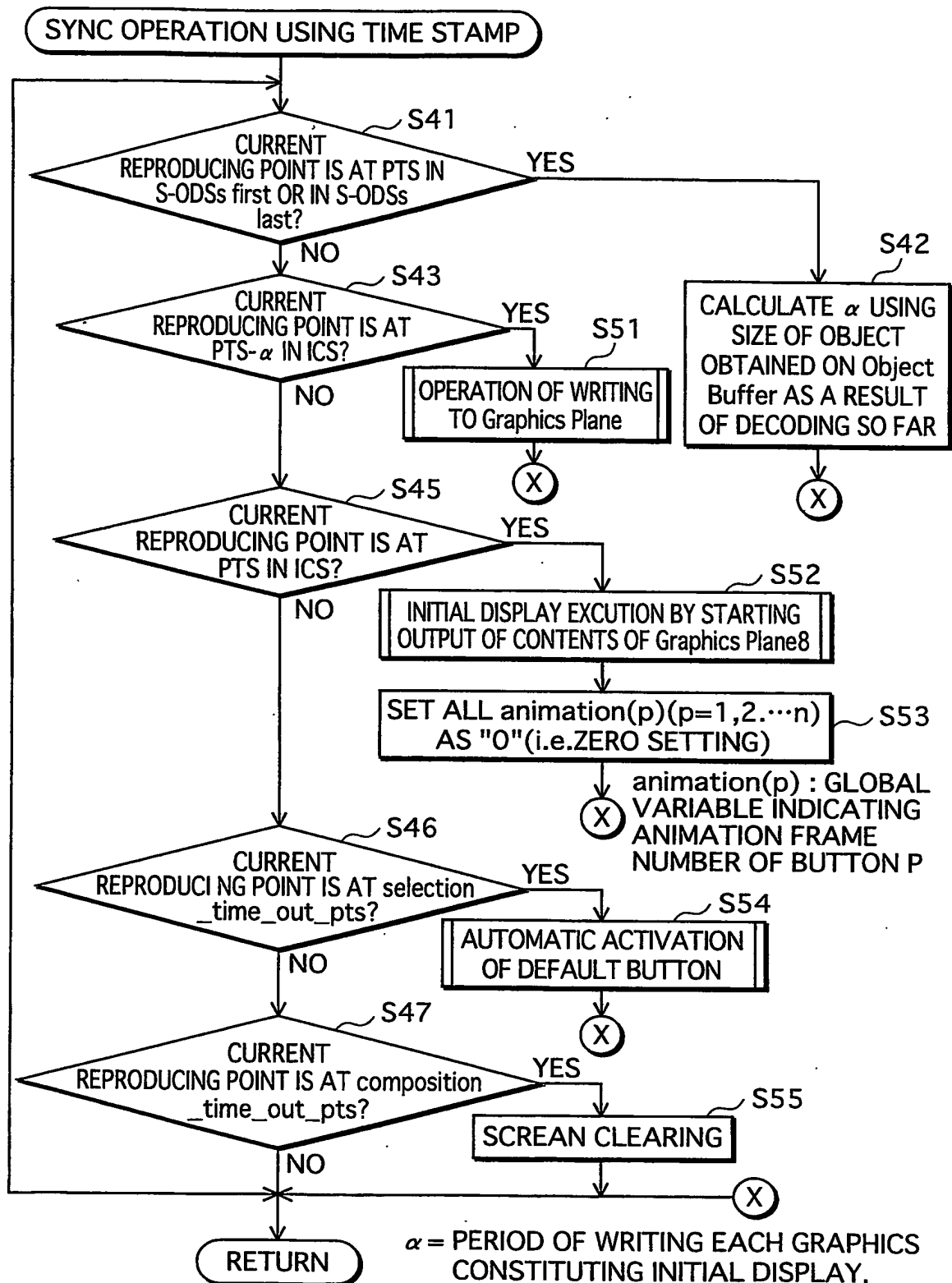


FIG. 73

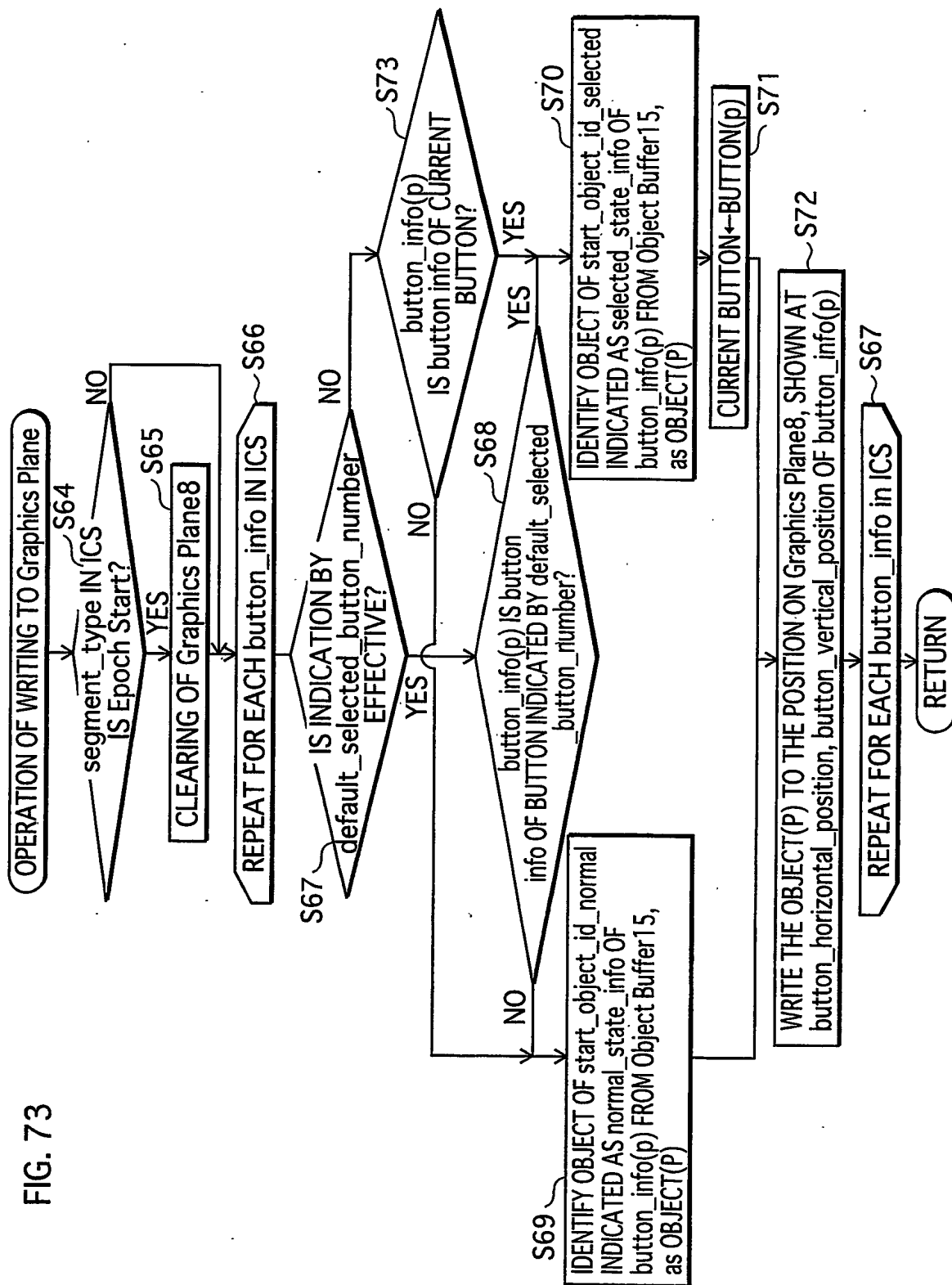


FIG.74

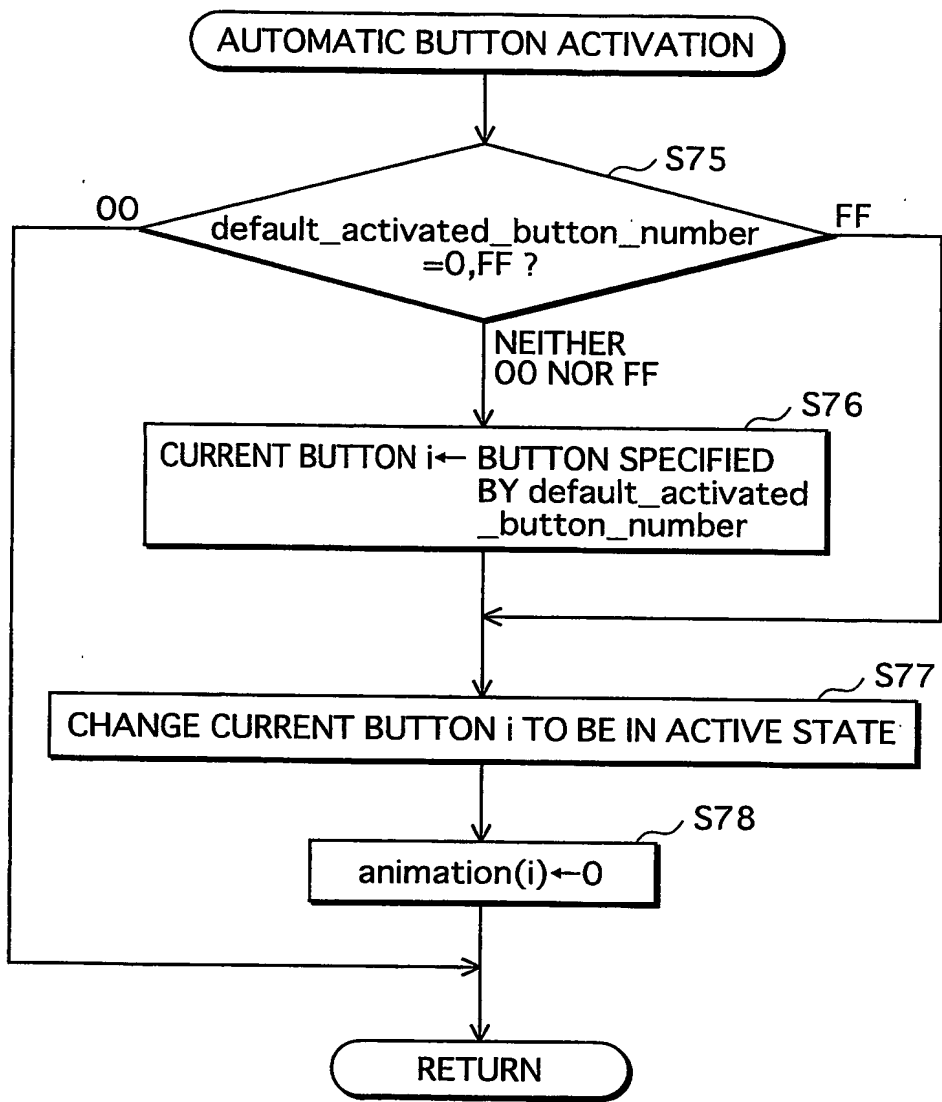


FIG.75

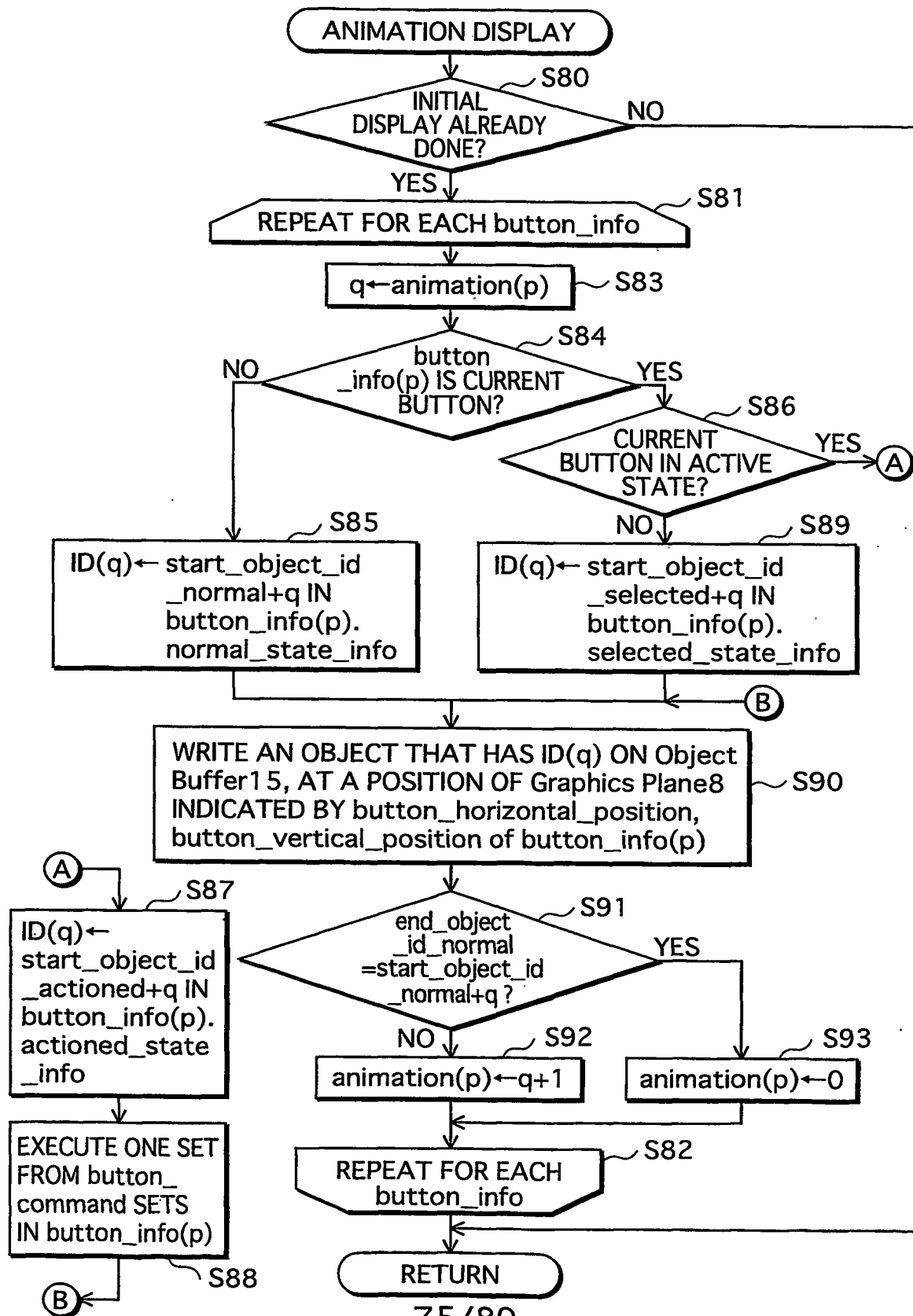


FIG. 76

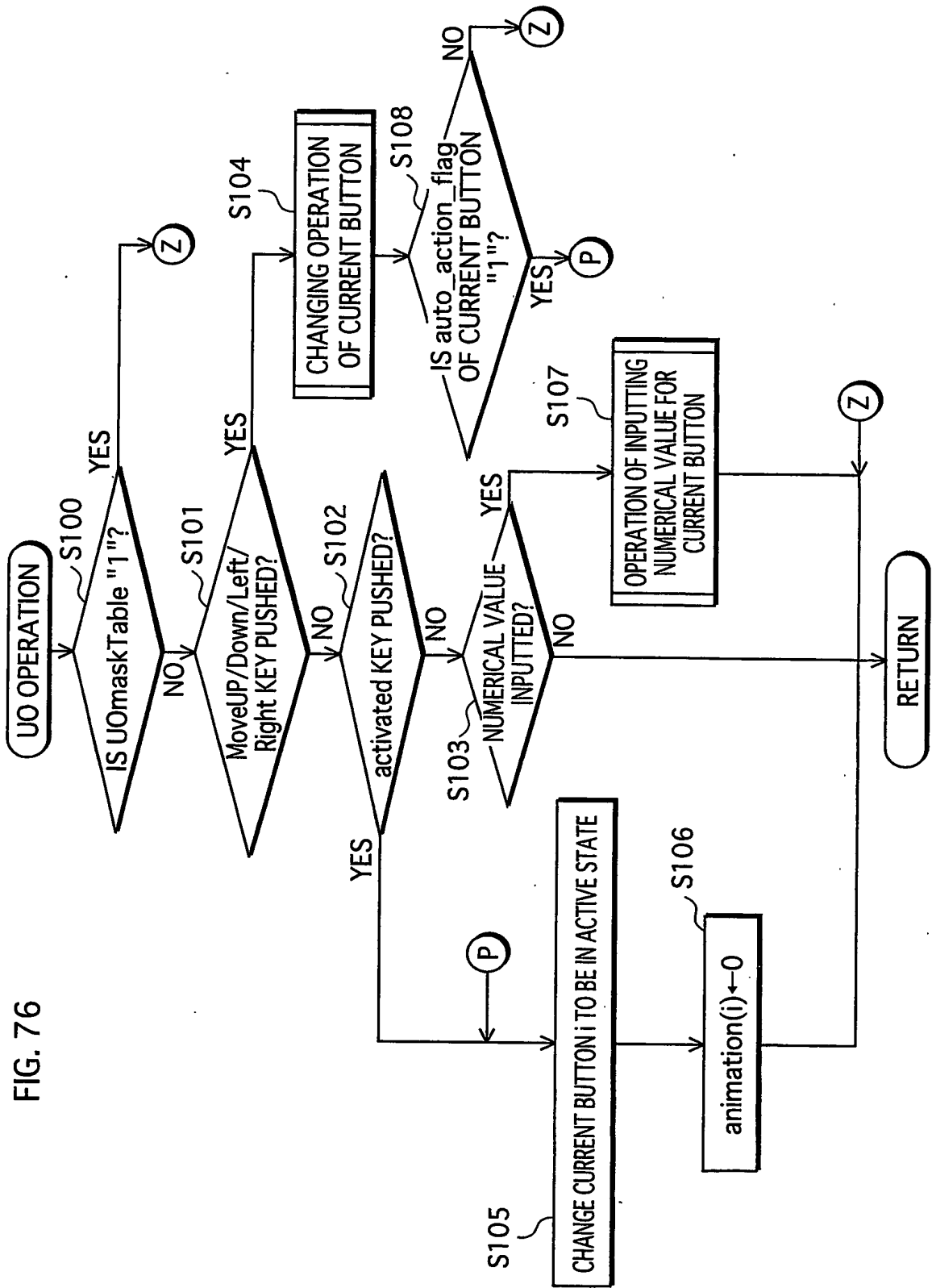
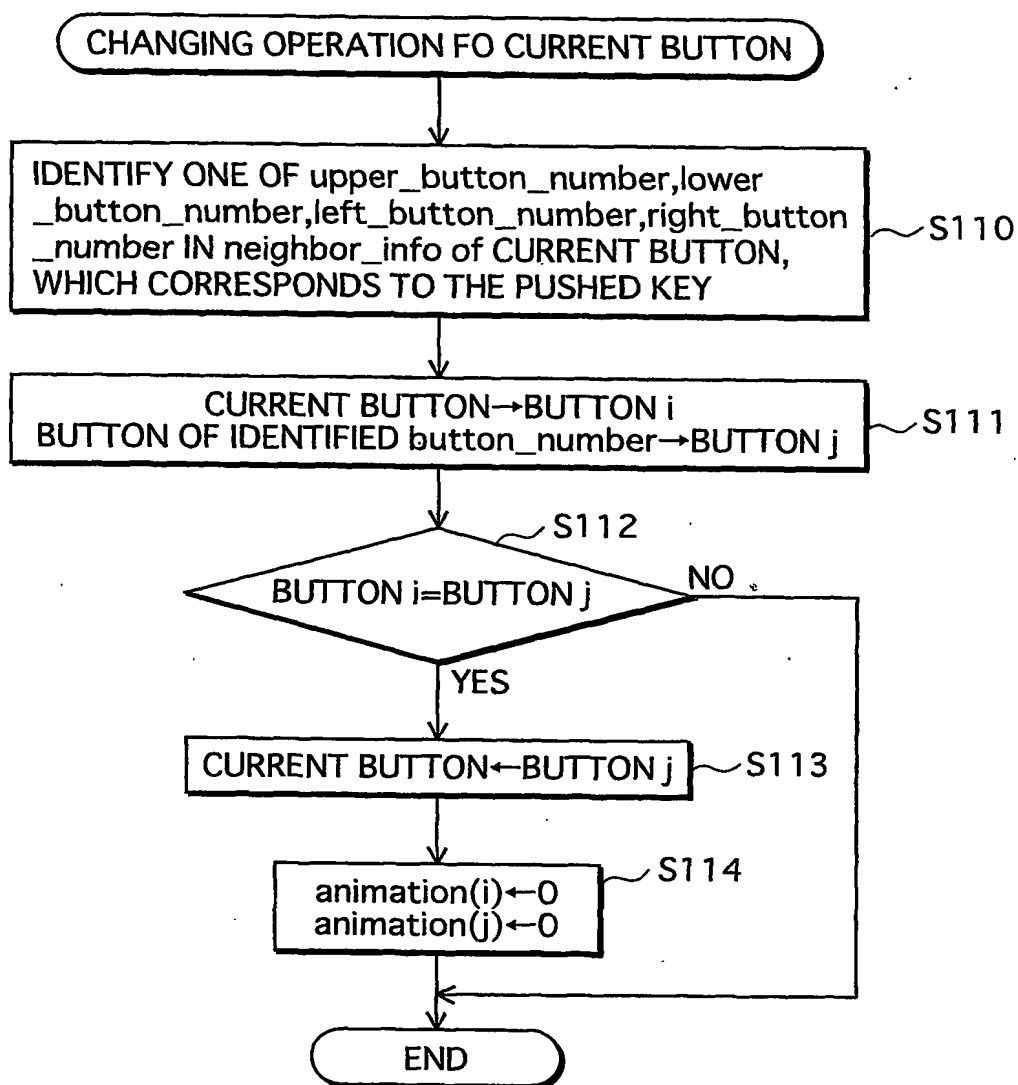
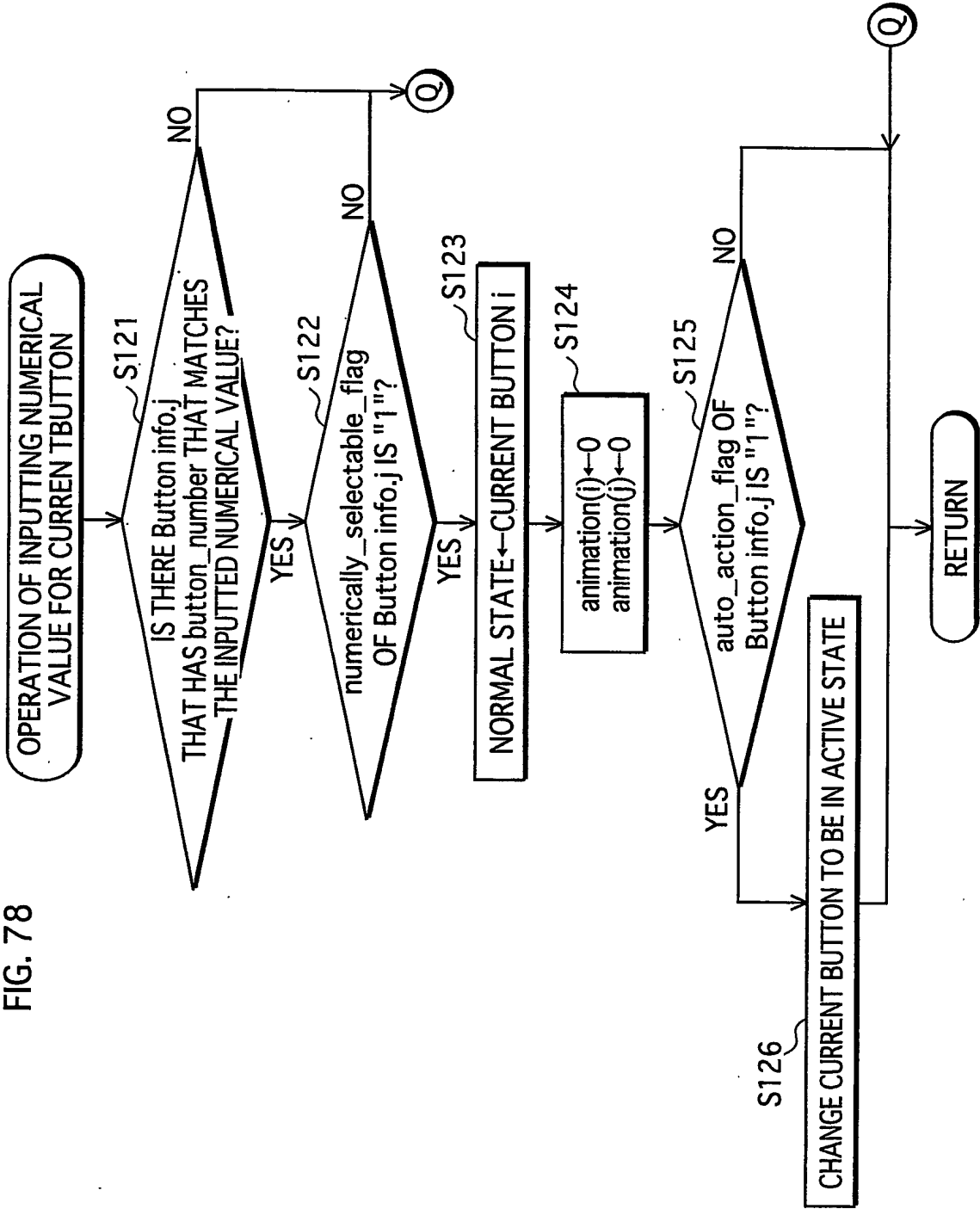


FIG.77





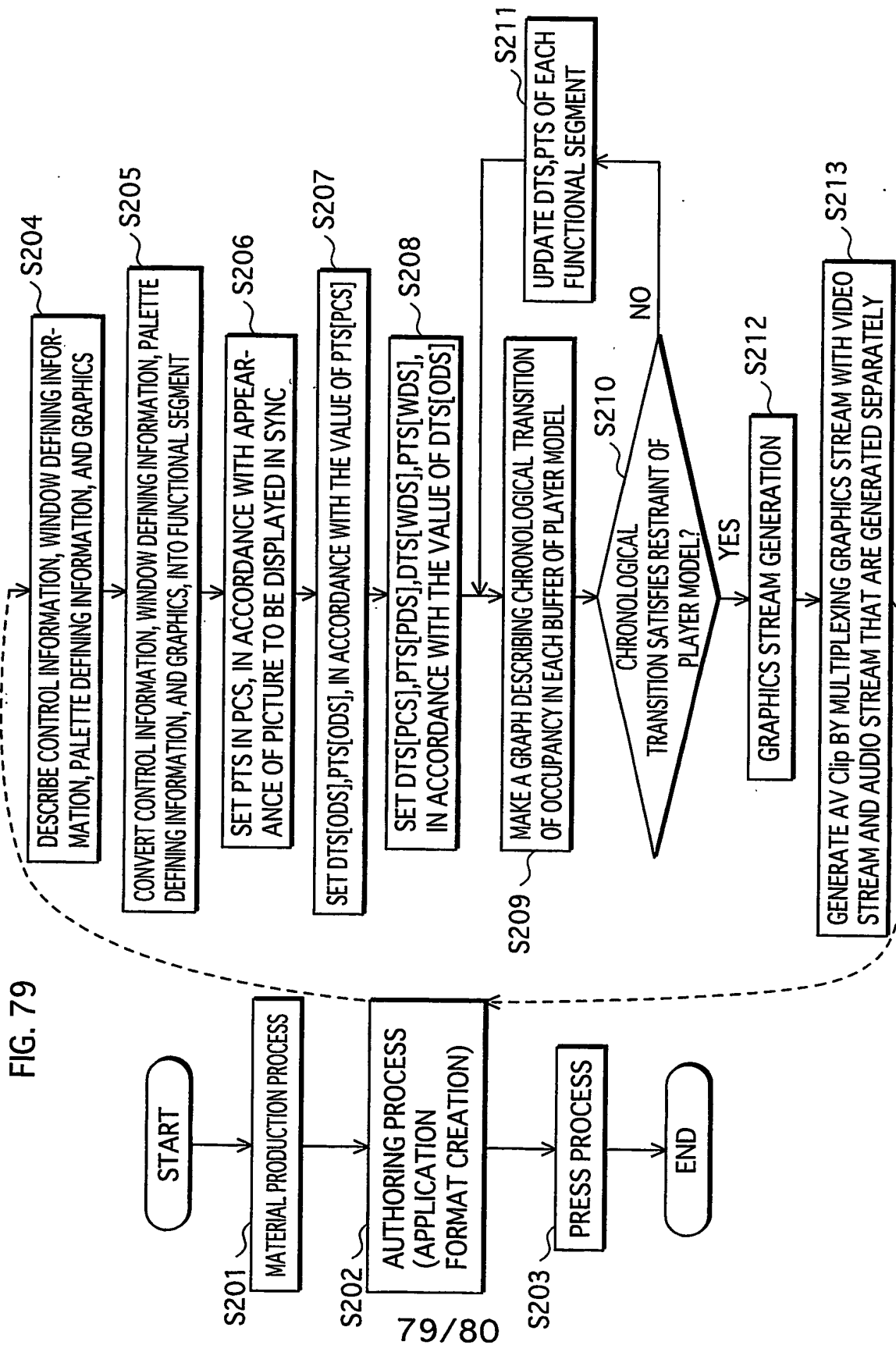


FIG. 80

